

# MONSTER OF THE WEEK

MICHAEL SANDS

# A MONSTER LURKS IN THE SHADOWS...

Most people don't believe in monsters, but you know the truth. They're real, and it's your task to bring them down. This hardcover edition of *Monster of the Week* brings that adventure to life.

*Monster of the Week* is a standalone action-horror RPG for 3-5 people.

Hunt high school beasties a la *Buffy the Vampire Slayer*, travel the country to bring down unnatural creatures like the *Supernatural* Winchester brothers, or head up the government investigation like Mulder and Scully.

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- Character creation rules to bring your hunter to life and create a cohesive hunting team, including fourteen ready-to-go hunter types ranging from the Snoop to the Spooktacular, the Monstrous to the Divine.
- A stand-alone system based on the easy-to-use *Powered by the Apocalypse* engine.
- Eight core moves to investigate and deal with monsters.
- Thorough mystery-creation tools and two ready-to-play mysteries.
- Example monsters like Balkan vampires, ghouls, and spore trolls.
- Rules options to expand the scope and change the flavor of your game to fit the weekly monster story you've always wanted to see, including phenomena-type mysteries and alternative weird abilities.

*Grab the fireplace poker and open your spell book.  
That monster's going down!*



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# MONSTER OF THE WEEK

REVISED EDITION, 2015 • HARDCOVER EDITION, 2023



**MICHAEL SANDS**

AUTHOR

**DANIEL GORRINGE,  
ERIC QUIGLEY, JUAN OCHOA,  
AND KURT KOMODA**  
INTERIOR ART

**JUAN OCHOA**

COVER ART

**SEAN NITTNER**

PROJECT MANAGEMENT

**STEVE HICKEY**

EDITOR

**FRED HICKS**

LAYOUT AND  
SPELL-SLINGER PLAYBOOK

**CHRIS HANRAHAN**

BUSINESS DEVELOPMENT

**CARRIE HARRIS**

AND **TOM LOMMEL**

MARKETING

*For Amanda and Zelda with love, for their support and tolerance  
over the very long time this game was in development.*

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[www.evilhat.com](http://www.evilhat.com) • [feedback@evilhat.com](mailto:feedback@evilhat.com)  
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terrible, impossible, glorious things. All the characters and  
events portrayed in this work are fictional. Any resemblance to  
real people, creatures of the night, psychic hunters hellbent on  
ending the werewolf threat, or actual Mongolian death worms  
is purely coincidental, but kinda hilarious.

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And, finally, to my wife and daughter. As the dedication says, they put up with a lot while I was writing, and were supportive all along.

Thanks also to all the fans who have played and enjoyed *Monster of the Week* since the first printing, especially those of you who have created new hunter classes, mysteries, monsters, talked about your games, or shared it at conventions.

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## **PLAY-TESTERS ROLL OF HONOUR**

Revised edition: Dennis McFaull, Stefan Tyler, Paul Wilson, Chris Fletcher, Sara Fletcher, and Nasia Alevizos, John Adamus, Matthew Aaron, Mark Miller, Sophie Legacé, Rick Neal, Michael Robins.

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# FOREWORD TO THE REVISED EDITION

Hi there! My name's Fred, and I'm a bit late to the party.

I've always loved the urban fantasy genre, and I've been particularly happy to see it take over primetime with shows like *Buffy the Vampire Slayer*, *Supernatural*, and *Sleepy Hollow*. Yet somehow the first edition of *Monster of the Week*—a game modeled after shows like those—flew under my radar.

But when I finally did find *Monster of the Week*, man, did it bite me hard: a system driven by Apocalypse Engine sexiness, a genre I go ape for, and smart choices made at every turn in the text and design. The game had it all. I was particularly taken by its clarity: this is a game that's easy to read, learn, and put into practice.

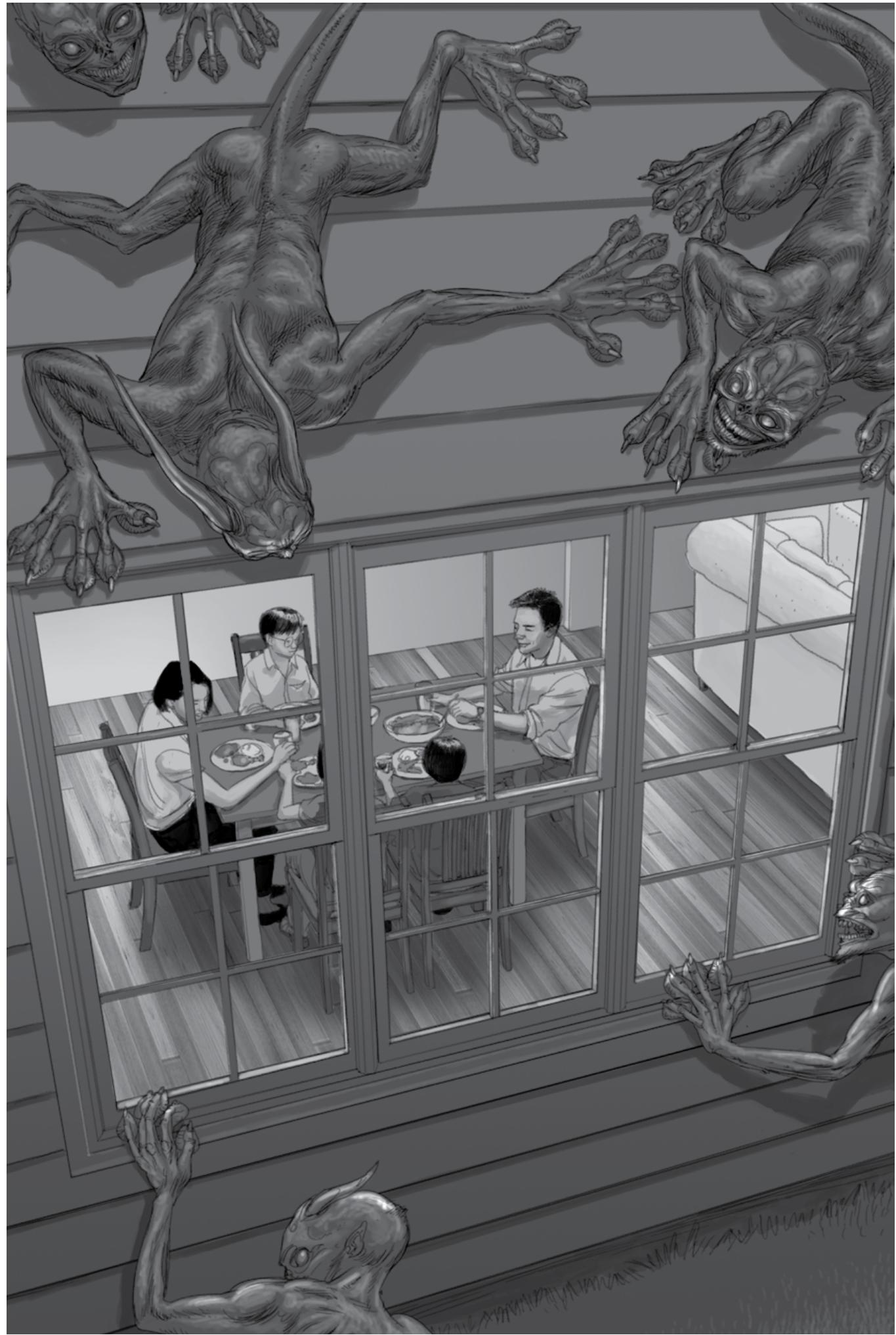
As is my way, I threw a lot of enthusiasm at the game. I started a (still-ongoing) campaign inspired in part by Harry Connolly's *Twenty Palaces* series, and I wrote up a new playbook based on a particular wizard of my acquaintance (you'll find it in this book as the Spell-Slinger).

I also looked into how this game was getting out into the world, because, man, it deserves to go far. Turns out, it wasn't getting out into the world in all the ways it could—it wasn't in retail distribution, and physical copies largely only happened via print on demand.

I wanted to help bring *Monster of the Week* to a broader audience, so I asked Michael Sands, the author, if he'd be interested in partnering with Evil Hat to get the game out to retail. Michael was on board with the idea. And he had a few revisions in mind, too. And I had some ideas about improving the layout and increasing the amount of art ... and several months later you're reading the result: a game that's as great as it ever was, and better in some ways than ever before.

I can't wait to hear how it works at your table! You're in for a treat.

— Fred Hicks





# THERE ARE MONSTERS OUT THERE

*Most people don't believe in monsters, but they're real.  
When someone finds out that monsters are real, it's  
usually just before they get eaten.*

*But some people are mean enough, smart enough,  
crazy enough, or hurt enough, that they live.*

*And some of those survivors go on a crusade against  
the monsters.*

*That's you.*

*It could be that you make a stand and defend your  
hometown from everything evil that comes there.*

*It could be that you take to the road and go hunt  
them down, wherever you can find them.*

*It could be that you have magic powers to put you  
on an even footing, or that your name came up in  
prophecies thousands of years ago.*

*The one sure thing is that you aren't gonna go back  
to your old safe life.*

# WHAT YOU'VE SIGNED UP FOR

When you play this game, most of you will create hunters, people who have devoted their lives to killing monsters.

One player will be the Keeper (that's short for "Keeper of Monsters and Mysteries"). The Keeper will be in charge of:

- designing monsters and mysteries for the hunters to deal with
- bringing the world to life
- portraying the monsters and people the hunters meet.

The rest of you will decide how the hunters work together to investigate the weird situations they find, slay the monsters causing the trouble, and save the people in danger.

Your hunters aren't normal people; you're not even normal *monster hunters*. You are the ones who stand out, larger than life and twice as badass. You can change the world—save it, destroy it, or alter it forever. One way or another, you *will* make a difference.



# WHAT YOU'LL NEED

The game works best with three to five people, with one of you acting as Keeper. It works with more or less people, too, but there will be a corresponding change to how much time each person gets in the spotlight.

Make sure you have:

- copies of the hunter playbooks (each of these is a rules reference and record sheet for your hunter)
- enough hunter reference sheets to go round
- a Keeper reference sheet
- one mystery sheet for the Keeper, or an introductory mystery to play (there's one on page 161)
- pencils and note paper for everyone
- a pair of normal six-sided dice for each hunter (the Keeper won't need dice).

*The files you need can be downloaded from here:  
<https://www.evilhat.com/monster-of-the-week/> or  
from <https://genericgames.co.nz>.*

Also handy, mostly for the Keeper, is a big list of names that you can use for the characters that will be part of the game (I like to use the Story Games Names Project book, but a phone book or the cast and crew list of a film work just as well). If you want to set your adventures in real places you'll find a source of maps, such as Google Maps, will also be useful.

It's a good idea to have drinks and snacks for everyone, too.

A mystery is one situation for the hunters to deal with—like a typical monster of the week episode on *Supernatural*, *Buffy the Vampire Slayer*, or *The X-Files*. Each time you sit down to play expect to get through a single mystery in about 2-4 hours. Sometimes it might stretch out longer, so that the mystery is split like a two-part episode instead. The first game will take a little longer because you have to make up your hunters at the beginning.

# WHAT YOU SHOULD READ

I've written the rulebook in the order that you'll need as you play, with all the hunters' information first and then the Keeper's section after.

If you want to skip that and just hit the basics, here's some suggestions:

- If you're going to be Keeper, focus on the First Session section (page 175): that covers what you need to prepare and what to do for the first game. It's best to know the hunters' basic moves (page 193) and playbooks (from page 29), at least in passing
- If you're going to play a hunter, read the hunter playbooks (from page 29), and about moves (page 113) and ratings (page 27). Most important is to pick which hunter type(s) you want to play.
- If you've played *Apocalypse World* (or another game based on those rules, such as *Monsterhearts* or *Dungeon World*) then plenty here will be familiar. Check out ratings (stats in *Apocalypse World*) (page 27), playbooks (page 29), and basic moves (page 113) to get a sense of the main differences. Luck is new (page 125). The Keeper's (MC in *Apocalypse World*) agenda and principles (page 143), threats (page 149), and moves (page 184) are different, and mysteries (page 144 & page 251) and arcs (page 239) take the place of fronts.
- If you're an experienced roleplayer who hasn't played *Apocalypse World* (the game these rules are adapted from), check out the hunter playbooks (page 29) and the moves (page 113) and ratings (page 27). From there everything else should fall into place.
- If you want to run a game right away, skim "Running the First Mystery" (page 178) and "On With the Mystery" (page 213) and then read through "Dream Away the Time" on page 161. That should be enough to get you up and running. You can come back for more detail later.

# STRUCTURE

This book is split into two main sections, *The Hunters* and *The Keeper*. Each section contains the rules for the corresponding player role. It's helpful for the Keeper to be familiar with how the rules work for hunters as well as for their own Keeper responsibilities. There's also no reason for other players to avoid the Keeper's section (there are no spoilers there, except in the example mysteries) if you want another perspective on the rules.

# FEEDBACK

If you have some feedback or just want to talk about the game, you can send me email at [mike@genericgames.co.nz](mailto:mike@genericgames.co.nz), or post at the Monster of the Week forum at [apocalypse-world.com/forums/index.php?board=33.0](https://apocalypse-world.com/forums/index.php?board=33.0)

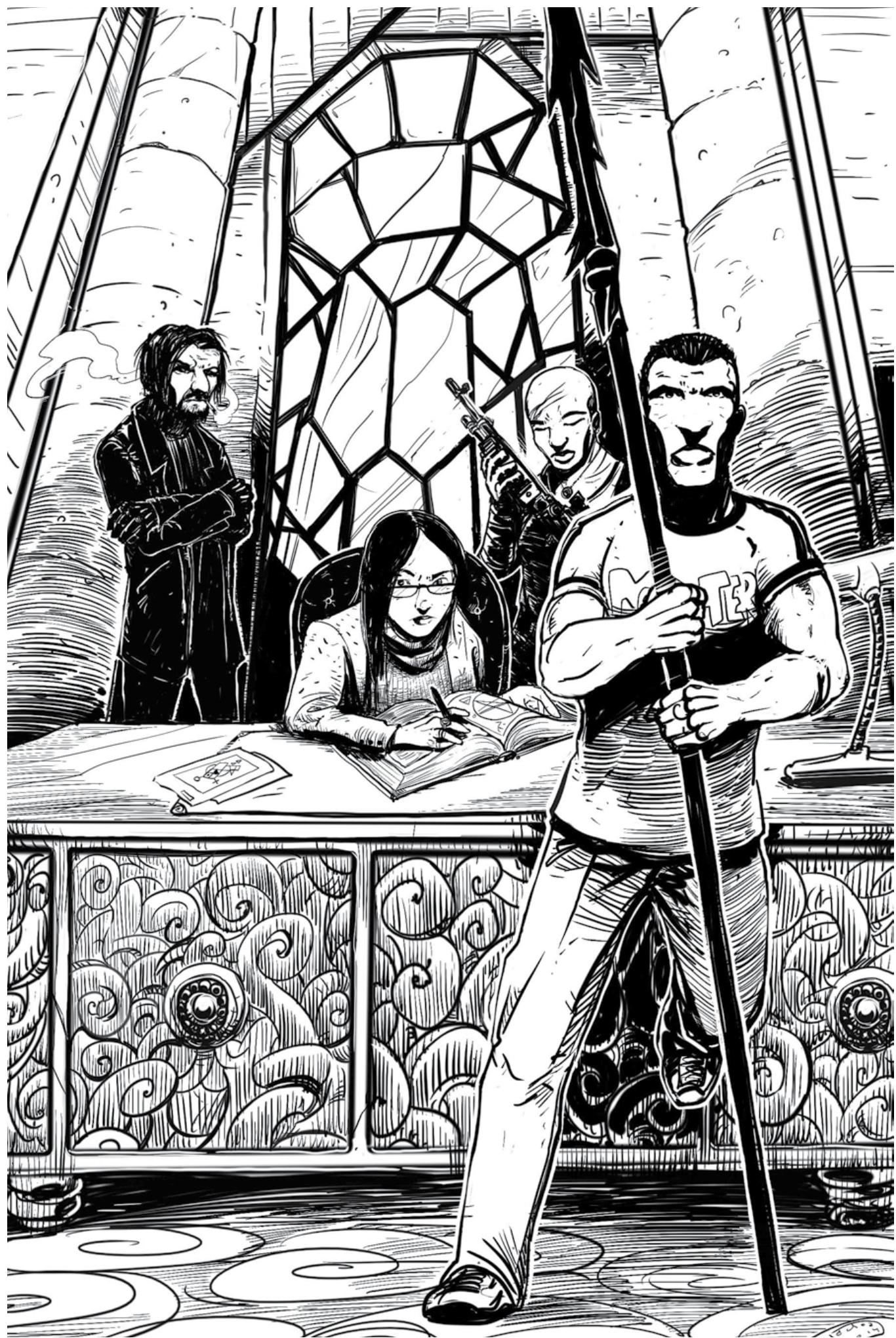
If you want to keep up with Monster of the Week updates, visit the game's website at <https://www.evilhat.com/monster-of-the-week/> or <https://genericgames.co.nz> or follow @MotW\_rpg on Twitter.

# WHAT'S NEW IN THE HARDCOVER EDITION?

With the hardcover edition of *Monster of the Week*, we've added in a little bit extra to the existing material from the revised softcover edition—24 additional pages in all.

From *The Tome of Mysteries* supplement, we've added rules options for alternative weird basic moves (page 318), phenomenon-type mysteries (page 326), and an alternative, more flexible **investigate a mystery** move (page 329). We've also incorporated all of the special Luck moves from *Tome of Mysteries* for this book's playbooks that didn't have them previously.

We've also brought in two additional playbooks that previously existed only as online downloadables: the Snoop (page 75) and the Spooktacular (page 86). We've also added a team concept centered on the Snoop on page 24.





# THE HUNTERS

So, you're going to be a monster hunter. I'll take you through what happens the first time you sit down to play: creating hunters, coming up with a team history, and getting on with investigating mysteries and slaying some monsters.

It's written to tell you what you need to know in the order you'll need it (with a few digressions along the way).

# THE FIRST SESSION

In the first session, you'll create your hunters and investigate your first mystery.

The first step is to decide if the group wants to pick a team concept (page 22). That's the reason you are a team, for example, "We all work for a secret monster hunting agency" or "We defend our home town against the monsters that keep coming here." The Keeper may have some suggestions based on what they've been planning.

If you have a team concept that needs certain hunter types, allocate those first.

If you don't have a team concept, just let everyone pick a playbook (that's your hunter rules and record sheet) and see what the team looks like. You'll work out why they are together as you create your hunters, establish their history with each other, and as you play the game.

The hunter types are:

- **The Chosen:** a once-ordinary person who discovered they have a special destiny, and who has been given the power to accomplish it. The Chosen is good in a fight, with some weird powers. E.g. Buffy from *Buffy the Vampire Slayer*. See page 30.
- **The Crooked:** a criminal turned monster hunter, haunted by their past and enemies. The Crooked is good in social situations and has a lot of contacts. E.g. Anna Valmont from *The Dresden Files*, Peter Bishop from *Fringe*. See page 35.
- **The Divine:** an agent of a higher power, with a mission to fulfill. The Divine is very tough and has been granted holy powers. E.g. Castiel from *Supernatural*; Michael Carpenter from *The Dresden Files*. See page 41.
- **The Expert:** the hunter who knows all about monsters and magic. The Expert knows a lot of hidden secrets and how to find out more, and also has a well-supplied base to work from. E.g. Bobby Singer from *Supernatural*; Rupert Giles from *Buffy the Vampire Slayer*. See page 46.
- **The Flake:** a conspiracy theorist. The Flake is great at finding things out and seeing how the events of separate mysteries are connected. E.g. Agent Mulder or the Lone Gunmen from *The X-Files*. See page 51.

- **The Initiate:** a member of an ancient monster-slaying Sect, trained to fight and use magic. The Initiate is good with magic, and their Sect provides help (and sometimes problems). E.g. The Wardens from *The Dresden Files*; Annelise from the *Twenty Palaces* series. See page 55.
- **The Monstrous:** a monster fighting for the good guys. The Monstrous is very weird, and can have a variety of different powers based on what monster breed they are. E.g. Angel from *Buffy the Vampire Slayer* and *Angel*; Bill Compton from *True Blood* (page 60).
- **The Mundane:** just a normal regular person, especially good at dealing with regular people you meet and have to save, and at getting captured by monsters (which can be more useful than you might expect). E.g. Xander or Cordelia from *Buffy the Vampire Slayer*. See page 66.
- **The Professional:** you work for an agency that hunts monsters. The Professional is good in a fight, and a good team player. E.g. Riley and the Initiative from *Buffy the Vampire Slayer*; Olivia Dunham from *Fringe*. See page 70.
- **The Snoop.** A journalist looking for the real story behind weird events. Great at finding stuff out, terrible at fighting. E.g. The Ghostfacers from *Supernatural*.
- **The Spell-slinger:** a trained wizard, wielding powerful magic in their crusade against evil. The Spell-slinger's arcane training gives them an advantage when dealing with eldritch secrets. E.g. Harry Dresden from *The Dresden Files*; Willow from *Buffy the Vampire Slayer*, in the later seasons. See page 80.
- **The Spooktacular:** veteran of a supernatural carnival, at home with trickery and distraction. You're good at dealing with people, but not necessarily in ways they will appreciate. Inspired by mystical circus stories like *Carnevale*, *Something Wicked This Way Comes*, and *Johannes Cabal the Necromancer*.
- **The Spooky:** has psychic or magical powers. These powers are strange and sinister ... and not completely under the Spooky's control. E.g. Sam Winchester from *Supernatural*; Willow from earlier seasons of *Buffy the Vampire Slayer*. See page 93.
- **The Wronged:** revenge-driven, and really tough. The Wronged is all about killing a specific breed of monster and protecting others as you do it. E.g. Dean and John Winchester from *Supernatural*. See page 98.

## EXTRA HUNTER TYPES

There are some extra playbooks out there, some official and others fan-made. You can find advice on making your own on page 314.

The currently available hunters include:

- **The Action Scientist.** Just like it says, a scientist ready for action and dealing with monsters. Directly inspired by *Atomic Robo*.
- **The Big Game Hunter.** An expert hunter who has decided to hunt monsters for the thrill of the chase rather than the need to protect.
- **The Constructed.** A built being, now free of its maker. Inspired by Frankenstein's monster.
- **The Exile.** A monster hunter from the past who has been transported to the present day.
- **The Hard Case.** The toughest, hardest to kill fighter. E.g. Ray Lilly from the *Twenty Palaces* series or Owen Pitt from the *Monster Hunter International* series.
- **The Luchador.** A heroic masked wrestler, fighting to protect the innocent between matches.
- **The Mad Scientist.** A crazy scientist who has seen the error of their ways and is now working for good. So they say, anyhow.
- **The Meddling Kid.** Jinkies! I think there's something more going on here, and old man Smithers seems to be involved! E.g. Scooby-doo and the Scooby gang.
- **The Sidekick.** They worship another hunter on the team, and is good at helping them out. And one day, they'll be just as good as their hero. E.g. Garth from *Supernatural*.
- **The Summoned.** A creature summoned to end the world but who has decided they do not want to do that. Lots of weird powers, dangerous, and hard to kill. E.g. *Hellboy*.

Most of these are available on the *Monster of the Week* website.



## JUST ONE OF EACH

Only one hunter of each type is allowed at the same time in any game. That's because you're not just *one of* that type of hunter: you're the archetype. There may be a whole agency of professional monster hunters, but only one of them is *The Professional*.

## MAKING YOUR HUNTER

After you've all picked your hunter types, you'll spend about 20-30 minutes of the first session defining their abilities and establishing the relationships in your team. Follow the instructions in your playbook to create your hunter. You don't need to spend too long deciding on each option in the playbook—if you make any choices you regret, you can always revise them after the first session.

When you get to the 'Introductions' section, wait until everyone catches up. The Keeper will guide everyone as you make up your hunters, so ask them if you have any questions (For the Keeper, there are instructions on how to guide this process in 'The First Session' section on page 175).

# TEAM CONCEPTS

It's good to work out why the hunters formed their team. You may have decided on this already. If not, have a quick discussion and see if you come up with an idea—even if it's just a vague one.

The combination of playbooks you've selected may demand a particular team concept. Or it may seem like two (or more) teams of hunters have been mashed together (for instance, a family and a government agency)—in which case, it's good to ask yourselves why they're co-operating.

If nobody has any ideas, you can either work it out later on (after you have all made your hunters, and figured out your history together), or you can accept that this is a random collection of hunters: sometimes it's okay to let things develop in play.

Don't set your concept in stone yet. You'll want to revise it as you make up your hunters, based on the choices you make along the way.

# TEAM CUSTOMISATION

Sometimes your team concept will require additional stuff on top of the normal character creation options. This is stuff that enables the game to run smoothly. If you find yourselves saying, "It doesn't make sense that we don't have this," and everyone agrees, then it's a good candidate for customisation.

Decide as a group if any changes are needed, and what they will be. You can work these out at any point: it might come up right away when you pick your concept, or you might think of it later on.

Your concept might require:

- Equipment that isn't in your playbook options. For example: your team concept has the hunters always on the move, but none of your playbooks include transport in the gear section. You can decide the team has a van to travel in.
- Something that can be written up as a custom move (page 308). For example: the team concept is that you are all members of a secret organisation, so everyone starts with a version of the Professional's **deal with the Agency** move (page 72).
- New options when you level up (page 130). For example: the team concept has a special mystical artifact for each hunter, but these artifacts' powers are not initially available. Each hunter may choose to unlock one of their artifact's powers when they level up.

# EXAMPLE TEAM CONCEPTS

Here are some example team concepts and the playbooks that work with them. Use them as they are, or as inspiration for your own ideas.

## SLAYER AND ENTOURAGE

There's a chosen one, and their support group. Hopefully, together you'll be able to save the world.

The team has a Chosen, who is at the centre of things. An Expert, Initiate, or Spell-slinger would make a good mentor. A Mundane or Flake could be a friend of the Chosen. A Divine, Monstrous, or Spooky gives the team some magical powers to draw on.

## THE UNEXPLAINED CASES TEAM

The Agency needs a team to handle all the weird stuff regular agents don't understand. That's you: the Unexplained Cases Team. You check out the mysterious disappearances, the fungus monsters, the alien abductions, the vampires and everything else the regular agents can't handle.

This team concept requires a Professional. A Flake, Mundane, Expert, Spooky, and Wronged would all be good choices to fill out the team's skill profile, while a Crooked might have some useful contacts.

The Professional's Agency will employ the whole team. As a customisation, allow any of the hunters to take the Professional's **deal with the Agency** move as a leveling up option (page 72). Until then, they're just consultants, contractors, or temps.



## THE ORDER

You are all members of an ancient order of monster slayers.

You'll need an Initiate. Everyone else makes up the team the Initiate commands: the Spooky, Expert, Mundane, Flake, Crooked, or Chosen all work well here.

Everyone is a member of the Order, but initially only the Initiate will have to deal with your superiors. As a customisation, anyone can take the Initiate move for **when you are in good standing with the Sect** as a leveling up option (page 56). Anyone may also substitute one of the Initiate's old-fashioned weapons (page 57) for a regular weapon choice.

## ROAD-TRIPPING HUNTER FAMILY

Your family's trade is hunting monsters. The nomadic life, drifting into town just long enough to find and slay whatever is causing trouble... well, it suits some of you just fine. Others, not so much.

This team concept suits the Wronged, Spooky, Divine, Expert, Flake, and Chosen best. A Monstrous could fit in too, but not comfortably. All the others except the Professional could round out the team. If there's an Initiate, maybe the Sect is comprised of certain bloodlines, so everyone in the family is a member.

You are all family, or as good as family.

Oh, and make sure you have a cool car. Or a sensible anonymous car, if that's your thing. If none of the hunters has a vehicle, you can decide the team gets one as a customisation.

## MONSTER REVELATIONS

You're the production crew of the more-or-less well known internet video series *Monster Revelations*. Every week you publish a new video, exposing the truth behind yet another urban legend, cryptid, or unexplained mystery (please like and subscribe!)

In the process, you've figured out what's really going on with the supernatural. Do you expose the real occult world, or pretend that it's all hoaxes and delusions?

This team concept suits a Snoop in particular. A Flake or Expert will round out the core investigation and research side of things. A Mundane is well-suited to getting into trouble leading to great footage. A fighting-oriented hunter like a Chosen, Professional, or Wronged can keep the others safe. Any playbook might have picked up production skills to actually make the show, or at least go pick up the coffee orders.

Give everyone a pick from the Snoop's recording and detecting devices in addition to their regular starting gear. Add a van for the crew if you don't have any suitable transport.

# BEFORE YOU GET STARTED

Before you get started, you need to know about two game concepts: moves and ratings.

The hunter playbooks mention some other terms that I haven't introduced yet. Don't worry about those, you don't need to understand them just now. If you want to find out more, read the "How to Play" section starting at page 108.

## MOVES

Moves cover situations when the game rules step in to help you determine what happens. If your hunter wants to do something that any normal person can do, then it just happens. Moves are used to determine what happens in cases where your hunter tries to do:

- something normal people can't do, such as casting a magic spell
- something dangerous, such as getting into a fight with a monster
- something that's more exciting if we don't just decide the outcome on our own. For example, seeing if your hunter's lie to a monster-attack victim has any repercussions.

Each move is triggered when a particular situation happens in the game. Look at when the move says it happens, and follow the instructions when you do it.

*For example, you need to use the move **protect someone** to save another hunter from a bone puppet's attack. The move says **when you protect someone from harm, roll +Cool**, so you roll the dice and get a two and a five. That's seven, plus your hunter has Cool +1 for a total of eight. The move's instructions say that on a 7-9, you protect the target okay but you may suffer some or all of the harm instead.*

After you've recognised the move's trigger, it will tell you what to do next. Moves can:

- ask you to roll the dice, with the results of the roll determining what happens next
- grant you a special ability that you can use whenever you want
- give you a bonus to certain rolls
- give you extra options to use in certain situations.



## THE HUNTER BASIC MOVES

All the hunters have a set of moves that allow them to investigate and deal with monsters. These are called the “basic moves” (page 113). There are eight basic moves:

- **Act Under Pressure**, used for any difficult or dangerous action that isn’t covered by another move.
- **Help Out**, used to help another hunter do something. If you succeed, you’ll give them a bonus on their task.
- **Investigate a Mystery**, used to work out what kind of monster you are dealing with, what it can do, and what it’s planning.
- **Kick Some Ass**, used for fighting. Fighting monsters, mainly.
- **Manipulate Someone**, used to try and get someone to do something for you, after you give them some kind of reason.
- **Protect Someone**, used to save someone from danger.
- **Read a Bad Situation**, used to work out what dangers are immediately threatening you. For instance, if you think you are walking into a trap, or want to do some tactical analysis.
- **Use Magic**, used to cast magic spells or use enchanted items.

In addition, each hunter playbook has its own set of moves. These are called “playbook moves.”

# THE RATINGS

Your hunter has ratings that describe how good they are in certain areas that are important when hunting monsters. The ratings add to (or subtract from) your dice total when you roll for a move.

- **Cool** is how calm and collected you are. It is added to your die roll for the **act under pressure** and **help out** basic moves.
- **Tough** is how strong and mean you are in a fight. It is added to your die roll for the **kick some ass** and **protect someone** basic moves.
- **Charm** is how pleasant and persuasive you are. It is added to your die roll for the **manipulate someone** basic move.
- **Sharp** is how observant you are. It is added to your die roll for the **investigate a mystery** and **read a bad situation** basic moves.
- **Weird** is how attuned to the supernatural you are. It is added to your die roll for the **use magic** basic move.

The ratings range from -1 to +3.

- -1 is bad
- 0 is average
- +1 is good
- +2 is really good
- +3 is phenomenal







Next up are the hunter playbooks, which define how to create your hunter and what abilities each hunter can use.

# THE CHOSEN

*Your birth was prophesied. You are the Chosen One, and with your abilities you can save the world. If you fail, all will be destroyed. It all rests on you. Only you.*

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



**LOOK, PICK ONE FROM EACH LIST:**

- Kid, teen, young, burnt-out, \_\_\_\_\_.
- Fresh face, haggard face, young face, haunted face, hopeful face, controlled face, \_\_\_\_\_ face.
- Preppy clothes, casual wear, urban wear, normal clothes, neat clothes, street wear, \_\_\_\_\_ clothes.

**RATINGS, PICK ONE LINE:**

- Charm+2, Cool-1, Sharp+1, Tough+2, Weird-1  
 Charm-1, Cool+2, Sharp+1, Tough+2, Weird-1  
 Charm+1, Cool+2, Sharp+1, Tough+1, Weird-1  
 Charm-1, Cool+1, Sharp+2, Tough-1, Weird+2  
 Charm+1, Cool+2, Sharp-1, Tough-1, Weird+2

**FATE**

You get to decide what sort of fate is in store for you. Pick how you found out about your fate, from the list below.

**How You Found Out** (pick one):

- |   |   |
|---|---|
| <input type="checkbox"/> Nightmares and visions     | <input type="checkbox"/> Attacked by monsters   |
| <input type="checkbox"/> Some weirdo told you       | <input type="checkbox"/> Trained from birth     |
| <input type="checkbox"/> An ancient cult found you  | <input type="checkbox"/> You found the prophecy |
| <input type="checkbox"/> Sought out by your nemesis |   |

Then pick two heroic and two doom tags for your fate from the lists below. This is how your fate will unfold. It's okay to pick contradictory tags: that means your fate is pulling you both ways.

Whenever you mark off a point of Luck, the Keeper will throw something from your fate at you.

**Heroic** (pick two):

- |   |   |
|---|---|
| <input type="checkbox"/> Sacrifice            | <input type="checkbox"/> A normal life          |
| <input type="checkbox"/> You are the Champion | <input type="checkbox"/> True love              |
| <input type="checkbox"/> Visions              | <input type="checkbox"/> You can save the world |
| <input type="checkbox"/> Secret training      | <input type="checkbox"/> Hidden allies          |
| <input type="checkbox"/> Magical powers       | <input type="checkbox"/> The end of monsters    |
| <input type="checkbox"/> Mystical inheritance | <input type="checkbox"/> Divine help            |

**Doom** (pick two):

- |  |  |
|--|--|
| <input type="checkbox"/> Death                   | <input type="checkbox"/> Treachery               |
| <input type="checkbox"/> You can't save everyone | <input type="checkbox"/> Doubt                   |
| <input type="checkbox"/> Impossible love         | <input type="checkbox"/> Sympathy with the enemy |
| <input type="checkbox"/> Failure                 | <input type="checkbox"/> Damnation               |
| <input type="checkbox"/> A nemesis               | <input type="checkbox"/> Hosts of monsters       |
| <input type="checkbox"/> No normal life          | <input type="checkbox"/> The end of days         |
| <input type="checkbox"/> Loss of loved ones      | <input type="checkbox"/> The source of Evil      |

**MOVES**

*You get all of the basic moves, plus three Chosen moves.*

*You get these two:*

- Destiny's Plaything:** At the beginning of each mystery, roll +Weird to **see what is revealed about your immediate future.** On a 10+, the Keeper will reveal a useful detail about the coming mystery. On a 7-9 you get a vague hint about it. On a miss, something bad is going to happen to you.
- I'm Here For A Reason:** There's something you are destined to do. Work out the details with the Keeper, based on your fate. You cannot die until it comes to pass. **If you die in play,** then you must spend a Luck point. You will then, somehow, recover or be returned to life. Once your task is done (or you use up all your Luck), all bets are off.

*Then pick one of these:*

- The Big Entrance:** When **you make a showy entrance into a dangerous situation**, roll +Cool. On 10+ everyone stops to watch and listen until you finish your opening speech. On a 7-9, you pick one person or monster to stop, watch and listen until you finish talking. On a miss, you're marked as the biggest threat by all enemies who are present.
- Devastating:** When **you inflict harm**, you may inflict +1 harm.
- Dutiful:** When your fate rears its ugly head, and **you act in accordance with any of your fate tags** (either heroic or doom) then mark experience. If it's a heroic tag, take +1 forward.
- Invincible:** You always count as having 2-armour. This doesn't stack with other protection.
- Resilience:** You heal faster than normal people. Any time your harm gets healed, heal an extra point. Additionally, your wounds count as 1-harm less for the purpose of the Keeper's harm moves.

**GEAR**

You can have protective gear worth 1-armour, if you want it.

You have a special weapon you are destined to wield.

## YOUR SPECIAL WEAPON

Design your weapon by choosing a form and three business-end options (which are added to the base tags), and a material. For example, if you want a magic sword you could choose the following: handle + blade + long + magic.

### Form (choose 1):

- |  |  |
|--|--|
| <input type="checkbox"/> staff (1-harm hand/close) | <input type="checkbox"/> handle (1-harm hand balanced) |
| <input type="checkbox"/> haft (2-harm hand heavy)  | <input type="checkbox"/> chain (1-harm hand area)      |

### Business-end (choose 3 options):

- |  |  |
|--|--|
| <input type="checkbox"/> artifact (add the “magic” tag)        | <input type="checkbox"/> heavy (+1 harm)                 |
| <input type="checkbox"/> spikes (+1 harm, add the “messy” tag) | <input type="checkbox"/> long (add the “close” tag)      |
| <input type="checkbox"/> blade (+1 harm)                       | <input type="checkbox"/> throwable (add the “close” tag) |
|  | <input type="checkbox"/> chain (add the “area” tag)      |

### Material (choose 1):

Finally, pick what material the business-end is made from: add “steel,” “cold iron,” “silver,” “wood,” “stone,” “bone,” “teeth,” “obsidian,” or anything else you want.

Material: \_\_\_\_\_

## 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 Chosen by name and look, and tell the group what they know about you.

## HISTORY

Go around the group again. On your turn, pick one of these for each other hunter:

- You are close blood relations. Ask them exactly how close.
- They are destined to be your mentor. Tell them how this was revealed.
- Your best friend in the world, who you trust totally.
- A rival at first, but you came to a working arrangement.
- Romantic entanglement, or fated to be romantically entangled.
- Just friends, from school or work or something. Ask them what.
- They could have been the Chosen One instead of you, but they failed some trial. Tell them how they failed.
- You saved their life, back when they didn’t know monsters were real. Tell them what you saved them from.

**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 0-harm, no matter how bad it was. If your Luck boxes all get filled, you've run out of good luck.

**Chosen special:** When you spend a point of Luck, the Keeper will bring your fate into play.

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 and get a total of 6 or less, or when 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 following list:

**IMPROVEMENTS**

- |   |   |
|---|---|
| <input type="checkbox"/> Get +1 Charm, max +3     | <input type="checkbox"/> Take another Chosen move |
| <input type="checkbox"/> Get +1 Cool, max +3      | <input type="checkbox"/> Gain an ally             |
| <input type="checkbox"/> Get +1 Sharp, max +3     | <input type="checkbox"/> Take a move from         |
| <input type="checkbox"/> Get +1 Tough, max +3     | another playbook                                  |
| <input type="checkbox"/> Get +1 Weird, max +3     | <input type="checkbox"/> Take a move from         |
| <input type="checkbox"/> Take another Chosen move | another playbook                                  |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

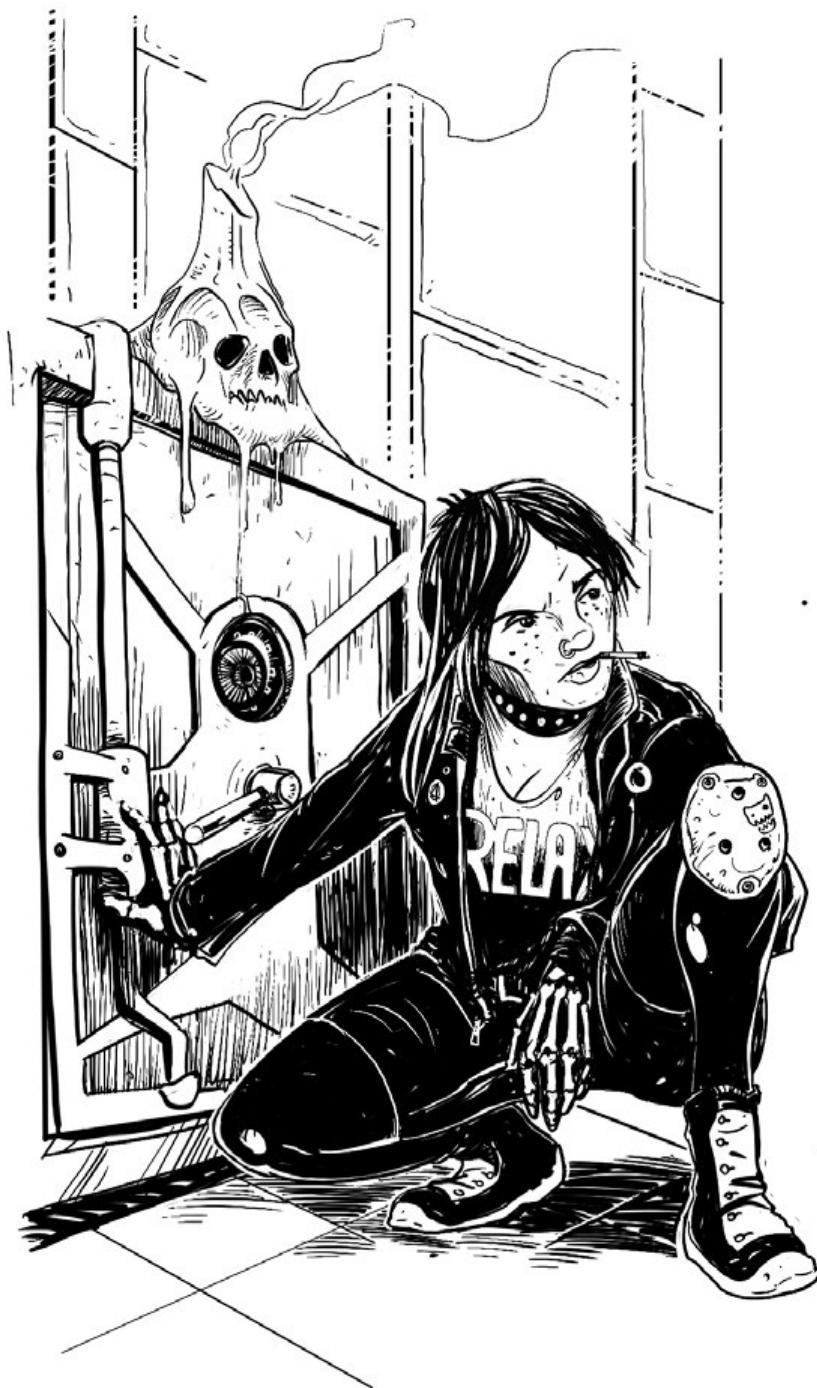
**ADVANCED IMPROVEMENTS**

- Get +1 to any rating, max +3.
- Get back one used Luck point.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Delete one of your Doom tags, and (optionally) one of your Heroic tags. You have changed that aspect of your destiny.

# THE CROOKED

*"Yeah, I've been around the block. A bit of this, a bit of that. When I came across the secret underworld of monsters and magic... well... it wasn't so different from the underworld I already knew. It was easy to find an angle, just like before."*

To make your Crooked, pick a name. Then follow the instructions below to decide your look, ratings, background, heat, underworld, moves, and gear. Finally, introduce yourself and pick history.



**LOOK, PICK ONE FROM EACH LIST:**

- Hard eyes, friendly eyes, watchful eyes, smiling eyes, calculating eyes, \_\_\_\_\_ eyes.
- Street wear, tailored suit, cheap suit, tracksuit, nondescript clothes, \_\_\_\_\_ clothes.

**RATINGS, PICK ONE LINE:**

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

**BACKGROUND**

You worked a less-than-legal job before you became a monster hunter. What did you do?

- Hoodlum.** You can use Tough instead of Charm to **manipulate someone** with threats of violence.
- Burglar.** When you **break into a secure location**, roll +Sharp. On a 10+ pick three, on a 7-9 pick two: you get in undetected, you get out undetected, you don't leave a mess, you find what you were after.
- Grifter.** When you are about to **manipulate someone**, you can ask the Keeper "What will convince this person to do what I want?" The Keeper must answer honestly, but not necessarily completely.
- Fixer.** If you **need to buy something, sell something, or hire someone**, roll +Charm. On a 10+ you know just the person who will be interested. On a 7-9 you know the only person who can do it, but there's a complication. Pick one: you owe them; they screwed you over; you screwed them over. On a miss, the only person who can help is someone who absolutely hates you.
- Assassin.** When you take your first shot at an unsuspecting target, do +2 Harm.
- Charlatan.** When you want people to think you are using magic, roll +Cool. On a 10 or more, your audience is amazed and fooled by your illusion. On a 7-9 you tripped up a couple of times, maybe someone will notice. You may also **manipulate people** with fortune telling. When you do that, ask "What are they hoping for right now?" as a free question (even on a miss).
- Pickpocket.** When you **steal something small**, roll +Charm. On a 10 or more, you get it and they didn't notice you taking it. On a 7-9 either you don't grab it, you grab the wrong thing, or they remember you later: your choice.

**HEAT**

You didn't get here without making enemies. Pick at least two of these and name the people involved:

- A police detective, \_\_\_\_\_, has made it a personal goal to put you away.
- You have a rival from your background, \_\_\_\_\_, who never misses a chance to screw you over.
- You pissed off a well-connected criminal, \_\_\_\_\_, and they'll do whatever they can to destroy you.
- \_\_\_\_\_ is someone with special powers, a person or monster, who you took advantage of.
- \_\_\_\_\_ is an old partner you betrayed in the middle of a job.

**UNDERWORLD**

Pick how you discovered about the real underworld. Keep this in mind when you select your moves in the next section, so that everything fits together.

- The target of a job was a dangerous creature. Pick one: vampire, werewolf, troll, retiloid.
- You worked with someone who was more than they seemed. Pick one: sorcerer, demon, faerie, psychic.
- You were hired by something weird. Pick one: immortal, god, outsider, witch.
- Things went south on a job—including, but not limited to, running into (choose one): a horde of goblins, a hunger of ghouls, a dream-eater, a salamander.



**MOVES**

You get all the basic moves, and two Crooked moves:

- Artifact:** You ‘found’ a magical artifact with handy powers, and kept it. Pick one: Protective amulet (1-armour magic recharge), Lucky charm (may be used as a Luck point, once only), Grimoire (studying the book gives +1 forward to **use magic**), Skeleton key (opens any magically sealed lock), Imp stone (A weak demon is bound to serve the holder. The imp must be summoned with the **use magic** move).
- Crew:** You have a regular crew, a team of three or four people who will help you out with pretty much anything. They count as a team (see page 131).
- Deal with the Devil:** You sold your soul to the Devil. Pick one or two things you got out of the deal: wealth, fame, youth, sensual gratification, skill (add +1 to two ratings). Payment is due either when you die, in six months (if you picked two things) or otherwise in a year.
- Friends on the Force:** You know a few cops who can be persuaded to look the other way, or do you a favour, for certain considerations. You can **act under pressure** to get in touch with them when you need to divert any law enforcement attention. There will be a cost, although maybe not right now.
- Made:** You’re “made” in a gang. Name the gang and describe how their operations tie into your background. You can call on gang members to help you out, but they’ll expect to be paid. Your bosses will have requests for you now and again, but you’ll be paid. Minor trouble will be overlooked, but you better not screw over any other made gangsters.\
- Driver:** You have +1 ongoing while driving, plus you can hotwire anything (the older it is, the fewer tools you need to do it). You also own two handy, widely-available vehicles (perhaps a sports-car and a van).
- Home Ground:** Your crew made a point of keeping the locals happy - keeping them safe, ensuring things always went down okay. When you’re back in your old neighbourhood, you can always find people who will hide you or help you with a minor favour, no questions asked.
- Notorious:** You have a reputation from your criminal past. When **you reveal who you are**, your terrifying reputation counts as a reason for people to do what you ask, for the **manipulate someone** move. Revealing your identity to someone can create other problems later, of course.

**GEAR**

Effective weapons, pick three:

- .22 revolver (1-harm close reload small)
- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- Shotgun (3-harm close messy)
- Hunting rifle (2-harm far loud)
- Big knife (1-harm hand)
- Baseball bat (1-harm hand)
- Submachinegun (2-harm close reload area)
- Assault rifle (3-harm close/far area)

**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 Crooked 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:

- This hunter knows about your criminal past. Tell them what crimes they saw you commit.
- This hunter was there when you decided to give up the life and hunt monsters instead. Work out together what happened.
- This hunter is your younger sibling or child (possibly adopted). You look out for them.
- This hunter is a cousin or more distant relative.
- This hunter saved your life when a monster had the drop on you. Now you owe them one.
- This hunter worked with you on a semi-legal or illegal job. Work out what it was.
- This hunter is your moral compass. When you talk over things with them, their advice keeps you on the straight and narrow.
- You're powerfully attracted to this hunter. Maybe someday you'll deserve them.

**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.

**Crooked special:** Whenever you spend a Luck point, someone from your past (heat or underworld) will re-appear in your life. Soon.

Okay       Doomed

**HARM**

When you suffer harm, mark off the number of boxes equal to harm suffered. More than four harm is especially dangerous.

Okay    |    Dying

Unstable:  (Unstable injuries will worsen as time passes)

**LEVELING UP**

Experience:

Whenever you roll a six or less, or when 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 |
| <input type="checkbox"/> Get +1 Tough, max +2  | Crooked move                          |
| <input type="checkbox"/> Get +1 Cool, max +2   | <input type="checkbox"/> Take another |
| <input type="checkbox"/> Get +1 Charm, max +2  | Crooked move                          |
| <input type="checkbox"/> Gain an ally: one of your old crew.   |                                       |
| <input type="checkbox"/> Recover a stash of money from the old days, enough to live without care... for a year or two. |                                       |
| <input type="checkbox"/> Take a move from another playbook   |                                       |
| <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**

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Erase one used luck mark from your playbook.

# THE DIVINE

*I am the Light, the Sword.  
I am sent to defend the meek from Darkness.  
All Evil fears me, for I am its end.*

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





**LOOK, PICK ONE FROM EACH LIST:**

- Human, marked by divinity, inhuman, \_\_\_\_\_.
- Blazing eyes, terrifying eyes, placid eyes, sparkling eyes, perceptive eyes, starry eyes, glowing eyes, \_\_\_\_\_ eyes.
- Dirty clothes, perfect suit, rumpled suit, casual clothes, practical clothes, \_\_\_\_\_ clothes.

**RATINGS, PICK ONE LINE:**

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

**MISSION**

You have been put on Earth for a purpose. Pick one:

- You are here to fight the schemes of an Adversary.
- The End of Days approaches. Your role is to guide these hunters and prevent it from coming to pass.
- The End of Days approaches. Your role is to guide these hunters and ensure it comes to pass.
- You have been exiled. You must work for the cause of Good without drawing attention from your brothers and sisters, as they are bound to execute you for your crimes.
- One of the other hunters has a crucial role to play in events to come. You must prepare them for their role, and protect them at *any* cost.

**MOVES**

You get all the basic moves, and pick three Divine moves:

- Boss from Beyond:** At the beginning of each mystery, roll +Weird. On a 10+, your Superiors ask you to do something simple. On a 7-9, they ask you to do something complicated or difficult. In either case, you get to ask them one of the questions from the **investigate a mystery** move right now. On a miss, you are required to do something terrible. If you do not accomplish what they've ordered, you cannot use this move again until you have made up for your failure.
- Angel Wings:** You can go instantly to anywhere you've visited before, or to a person you know well. When **you carry one or two people with you**, roll +Weird. On a 10+ you all go where you wanted. On a 7-9, you don't quite manage it. Either you are all separated, or you all appear in the wrong place.
- What I Need, When I Need It:** You may store any small object you own, putting it into a magical space nobody can get to. You may retrieve anything you stored at any time; it appears in your hand.
- Soothe:** When you talk to someone for a few seconds in a quiet voice, you can calm them down, blocking any panic, anger, or other negative emotions they have. This works even if the thing that freaked them out is still present, as long as your voice can be heard.
- Lay On Hands:** Your touch can heal injury and disease. When you lay your hands on someone hurt, roll +Cool. On a 10+, heal 2 harm or an illness, plus they're stabilized. On a 7-9, you can heal the harm or illness as on a 10+, but you take it into yourself. On a miss, your aura causes them extra harm.
- Cast Out Evil:** You may banish an unnatural creature from your presence. Roll +Tough. On a 10+ it is banished. On a 7-9 it takes a little while for the banishing to take effect—the creature has time to make one or two actions. Either way, the banished creature is unharmed, and you have no control over where it goes. This move may be used on unnatural hunters (e.g. the Monstrous). On a miss, something is keeping it here. That's bad.
- Smite:** Your body and divine weapon always count as a weakness against the monsters you fight. Your unarmed attacks are 2-harm intimate hand messy.

## GEAR

Pick one divine weapon:

- Flaming sword (3-harm hand fire holy)
- Thunder hammer (3-harm hand stun holy)
- Razor whip (3-harm hand area messy holy)
- Five demon bag (3-harm close magic holy)
- Silver trident (3-harm hand silver holy)

You also get divine armour (1-armour holy). It has a look suited to your divine origin.

## 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 Divine 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:

- If you are protecting another hunter as your mission, tell them this:  
You have a crucial role in what is to come. I am here to guide and defend you.
- They should not be involved in this situation: the prophecies didn't mention them at all. This gets your attention but you don't know what it means yet.
- They are, at heart, a good and righteous person. You must help them stay that way.
- They are an abomination, and should be destroyed. Except you can't-work out with them why not.
- Their prayer (perhaps an informal or even unconscious prayer) summoned you.
- They fill you with feelings of sexual infatuation. You are confused by the associated mortal emotions.
- They saved your life, and you understand (intellectually at least) that you owe them for it.
- They're the person you go to for advice on mortal stuff (e.g sex, food, drugs, television, etc).

## 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 your roll totals 6 or less, or when 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 Tough, max +3     | <input type="checkbox"/> Gain a lesser divine being as an ally, sent from above to help with your mission |
| <input type="checkbox"/> Get +1 Cool, max +2      | <input type="checkbox"/> Take a move from another playbook  |
| <input type="checkbox"/> Get +1 Charm, max +2     | <input type="checkbox"/> Take a move from another playbook  |
| <input type="checkbox"/> Get +1 Sharp, max +2     |   |
| <input type="checkbox"/> Get +1 Weird, max +2     |   |
| <input type="checkbox"/> Take another Divine move |   |
| <input type="checkbox"/> Take another Divine move |   |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They’re below.

**ADVANCED IMPROVEMENTS**

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Erase one used Luck mark from your playbook.
- Change your mission. Select a different mission from the normal options, or (with the Keeper’s agreement) a new mission of your creation.

# THE EXPERT

*I have dedicated my life to the study of the unnatural. I know their habits, their weaknesses. I may not be youngest or strongest, but my knowledge makes me the biggest threat.*



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

**LOOK, PICK ONE****FROM EACH LIST:**

- Thoughtful face, lined face, scarred face, contemplative face, stern face, avuncular face, experienced face, ancient face, \_\_\_\_\_ face.
- Old fashioned clothes, casual clothes, utility clothes, tailored clothes, outdoor clothes, \_\_\_\_\_ clothes.

**RATINGS, PICK ONE LINE:**

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

## MOVES

You get all of the basic moves, plus pick two Expert moves:

- I've Read About This Sort Of Thing:** Roll +Sharp instead of +Cool when you act under pressure.
- Often Right:** When a hunter comes to you for advice about a problem, give them your honest opinion and advice. If they take your advice, they get +1 ongoing while following your advice, and you mark experience.
- Preparedness:** When you need something unusual or rare, roll +Sharp. On a 10+, you have it here right now. On a 7-9 you have it, but not here: it will take some time to get it. On a miss, you know where it is, but it's somewhere real bad.
- It Wasn't As Bad As It Looked:** Once per mystery, you may attempt to keep going despite your injuries. Roll +Cool. On a 10+, heal 2 harm and stabilize your wounds. On a 7-9 you may either stabilize or heal 1 harm. On a miss, it was worse than it looked: the Keeper may inflict a harm move on you, or make your wounds unstable.
- Precise Strike.** When you inflict harm on a monster, you can aim for a weak spot. Roll +Tough. On a 10+ you inflict +2 harm. On a 7-9 you inflict +1 harm. On a miss, you leave yourself open for the monster to hit you.
- The Woman (or Man) With The Plan:** At the beginning of each mystery, roll +Sharp. On a 10+ hold 2, on a 7-9 hold 1. Spend the hold to be where you need to be, prepared and ready. On a miss, the Keeper holds 1 they can spend to have you be in the worst place, unprepared and unready.
- Dark Past:** You dabbled in the worst sort of mystical arts before you became one of the good guys. If you trawl through your memories for something relevant to the case at hand, roll +Weird. On a 10+ ask the Keeper two questions from the list below. On a 7-9 ask one. On a miss, you can ask a question anyway but that will mean you were personally complicit in creating the situation you are now dealing with. The questions are:
  - *When I dealt with this creature (or one of its kind), what did I learn?*
  - *What black magic do I know that could help here?*
  - *Do I know anyone who might be behind this?*
  - *Who do I know who can help us right now?*

## HAVEN

You have set up a haven, a safe place to work. Pick three of the options below for your haven:

- Lore Library.** When you hit the books, take +1 forward to **investigate the mystery** (as long as historical or reference works are appropriate).
- Mystical Library.** If you use your library's occult tomes and grimoires, preparing with your tomes and grimoires, take +1 forward for **use magic**.
- Protection Spells.** Your haven is safe from monsters—they cannot enter. Monsters might be able to do something special to evade the wards, but not easily.
- Armory.** You have a stockpile of mystical and rare monster-killing weapons and items. If you **need a special weapon**, roll +Weird. On a 10+ you have it (and plenty if that matters). On a 7-9 you have it, but only the minimum. On a miss, you've got the wrong thing.
- Infirmary.** You can heal people, and have the space for one or two to recuperate. The Keeper will tell you how long any patient's recovery is likely to take, and if you need extra supplies or help.
- Workshop.** You have a space for building and repairing guns, cars and other gadgets. Work out with the Keeper how long any repair or construction will take, and if you need extra supplies or help.
- Oubliette.** This room is isolated from every kind of monster, spirit and magic that you know about. Anything you stash in there can't be found, can't do any magic, and can't get out.
- Panic Room.** This has essential supplies and is protected by normal and mystical means. You can hide out there for a few days, safe from pretty much anything.
- Magical Laboratory.** You have a mystical lab with all kinds of weird ingredients and tools useful for casting spells (like the **use magic** move, big magic, and any other magical moves).

**GEAR**

You get three monster-slaying weapons.

**Monster-slaying weapons** (pick three):

- |   |  |
|---|--|
| <input type="checkbox"/> Mallet & wooden stakes (3-harm intimate slow wooden) | <input type="checkbox"/> Magical dagger (2-harm hand magic)              |
| <input type="checkbox"/> Silver sword (2-harm hand messy silver)              | <input type="checkbox"/> Juju bag (1-harm far magic)                     |
| <input type="checkbox"/> Cold iron sword (2-harm hand messy iron)             | <input type="checkbox"/> Flamethrower (3-harm close fire heavy volatile) |
| <input type="checkbox"/> Blessed knife (2-harm hand holy)                     | <input type="checkbox"/> Magnum (3-harm close reload loud)               |
|   | <input type="checkbox"/> Shotgun (3-harm close messy loud)               |

**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 Expert by name and look, and tell the group what they know about you.

**HISTORY**

Go around the group again. On your turn, pick one of these for each other hunter:

- They are your student, apprentice, ward, or child. Between you, decide which.
- They came to you for advice, and your advice got them out of trouble. Ask them what the trouble was.
- They know about some of your dark secrets, but they've agreed to keep quiet about them. Tell them what they know.
- A distant relation. Tell them exactly what.
- You were previously both members of an eldritch group, now disbanded. Ask them why *they* left, then tell them why *you* did.
- They once helped you get a singular item that is now part of your haven. Tell them what it was.
- You were taught by the same master. Ask them how it ended.
- You saved their life in a tight spot. Tell them what happened.

**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 0-harm, no matter how bad it was. If your Luck boxes all get filled, you've run out of good luck.

Okay       Doomed

**Expert Special:** When you spend a Luck, you'll discover something happening now is related to something you were involved in years ago. Maybe it's directly due to your actions, or maybe someone else is dabbling in the same area.

**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 and get a total of 6 or less, or when 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 following list:

**IMPROVEMENTS**

- |   |  |
|---|--|
| <input type="checkbox"/> Get +1 Sharp, max +3     | <input type="checkbox"/> Add an option to your haven |
| <input type="checkbox"/> Get +1 Charm, max +2     | <input type="checkbox"/> Add an option to your haven |
| <input type="checkbox"/> Get +1 Cool, max +2      | <input type="checkbox"/> Take a move from            |
| <input type="checkbox"/> Get +1 Weird, max +2     | another playbook                                     |
| <input type="checkbox"/> Take another Expert move | <input type="checkbox"/> Take a move from            |
| <input type="checkbox"/> Take another Expert move | another playbook                                     |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

**ADVANCED IMPROVEMENTS**

- Get +1 to any rating, max +3.
- Get back one used Luck point.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.

# THE FLAKE

*Everything's connected. But not everyone can see the patterns, and most people don't even look that hard.*

*But me, I can never stop looking deeper. I can never stop seeing the truth.*

*I spot the patterns. That's how I found the monsters, and that's how I help kill them.*

To make your Flake, 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 LIST:**

- Wild eyes, moving eyes, focused eyes, searching eyes, suspicious eyes, wide eyes, guarded eyes, \_\_\_\_\_ eyes.
- Ratty clothes, casual clothes, rumpled suit, neat clothes, comfortable clothes, army surplus gear, \_\_\_\_\_ clothes.

**RATINGS, PICK ONE LINE:**

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



## MOVES

You get all of the basic moves, plus pick three Flake moves:

- Connect the Dots:** At the beginning of each mystery, if **you look for the wider patterns** that current events might be part of, roll +Sharp. On a 10+ hold 3, and on a 7-9 hold 1. Spend your hold during the mystery to ask the Keeper any one of the following questions:
  - *Is this person connected to current events more than they are saying?*
  - *When and where will the next critical event occur?*
  - *What does the monster want from this person?*
  - *Is this connected to previous mysteries we have investigated?*
  - *How does this mystery connect to the bigger picture?*
- Crazy Eyes:** You get +1 Weird (max +3).
- See, It All Fits Together:** You can use Sharp instead of Charm when you **manipulate someone**.
- Suspicious Mind:** If someone lies to you, you know it.
- Often Overlooked:** When **you act all crazy** to avoid something, roll +Weird. On a 10+ you're regarded as unthreatening and unimportant. On a 7-9, pick one: unthreatening or unimportant. On a miss, you draw lots (but not all) of the attention.
- Contrary:** When **you seek out and receive someone's honest advice** on the best course of action for you and then do something else instead, mark experience. If you do exactly the opposite of their advice, you also take +1 ongoing on any moves you make pursuing that course.
- Net Friends:** You know a lot of people on the Internet. When **you contact a net friend to help you** with a mystery, roll +Charm. On a 10+, they're available and helpful—they can fix something, break a code, hack a computer, or get you some special information. On a 7-9, they're prepared to help, but it's either going to take some time or you're going to have to do part of it yourself. On a miss, you burn some bridges.
- Sneaky:** When **you attack from ambush, or from behind**, inflict +2 harm.

**GEAR**

You get one normal weapon and two hidden weapons.

Normal weapons (pick one):

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- Hunting rifle (2-harm far loud)
- Magnum (3-harm close reload loud)
- Shotgun (3-harm close messy loud)
- Big knife (1-harm hand)

Hidden weapons (pick two):

- Throwing knives (1-harm close many)
- Holdout pistol (2-harm close loud reload)
- Garrote (3-harm intimate)
- Watchman's flashlight (1-harm hand)
- Weighted gloves/brass knuckles (1-harm hand)
- Butterfly knife/folding knife (1-harm hand)

**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 Flake by name and look, and tell the group what they know about you.

**HISTORY**

Go around the group again. On your turn, pick one of these for each other hunter:

- They're somehow tied into it all. You've been keeping an eye on them.
- They're a close relative. Ask them to decide exactly what.
- Old friends, who originally met through a long chain of coincidences.
- You went through hell together: maybe a monster, maybe military service, maybe time in an institution. Whatever it was, it bound you together, and you have total trust in each other.
- Members of the same support group.
- Fellow freaks.
- The signs all pointed to working together. So you found them and now you work together.
- You know each other through cryptozoology and conspiracy theory websites.

**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 0-harm, no matter how bad it was. If your Luck boxes all get filled, you've run out of good luck.

Okay       Doomed

**Flake Special:** When you spend a Luck, pick an aspect of the current situation. The Keeper will tell you what other conspiracies that aspect is connected to. If that aspect wasn't part of another conspiracy, it is now.

**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 and get a total of 6 or less, or when 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 following list:

**IMPROVEMENTS**

- |  |   |
|--|---|
| <input type="checkbox"/> Get +1 Sharp, max +3    | <input type="checkbox"/> Get a haven, like the Expert has, with two options |
| <input type="checkbox"/> Get +1 Charm, max +2    | <input type="checkbox"/> Gain another option for your haven                 |
| <input type="checkbox"/> Get +1 Cool, max +2     | <input type="checkbox"/> Take a move from another playbook                  |
| <input type="checkbox"/> Get +1 Weird, max +2    | <input type="checkbox"/> Take a move from another playbook                  |
| <input type="checkbox"/> Take another Flake move |   |
| <input type="checkbox"/> Take another Flake move |   |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

**ADVANCED IMPROVEMENTS**

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Get back one used Luck point.

# THE INITIATE

*Since the dawn of history, we have been the bulwark against Darkness. We know the Evils of the world, and we stand against them so that the mass of humanity need not fear. We are the Flame that cleanses the Shadows.*

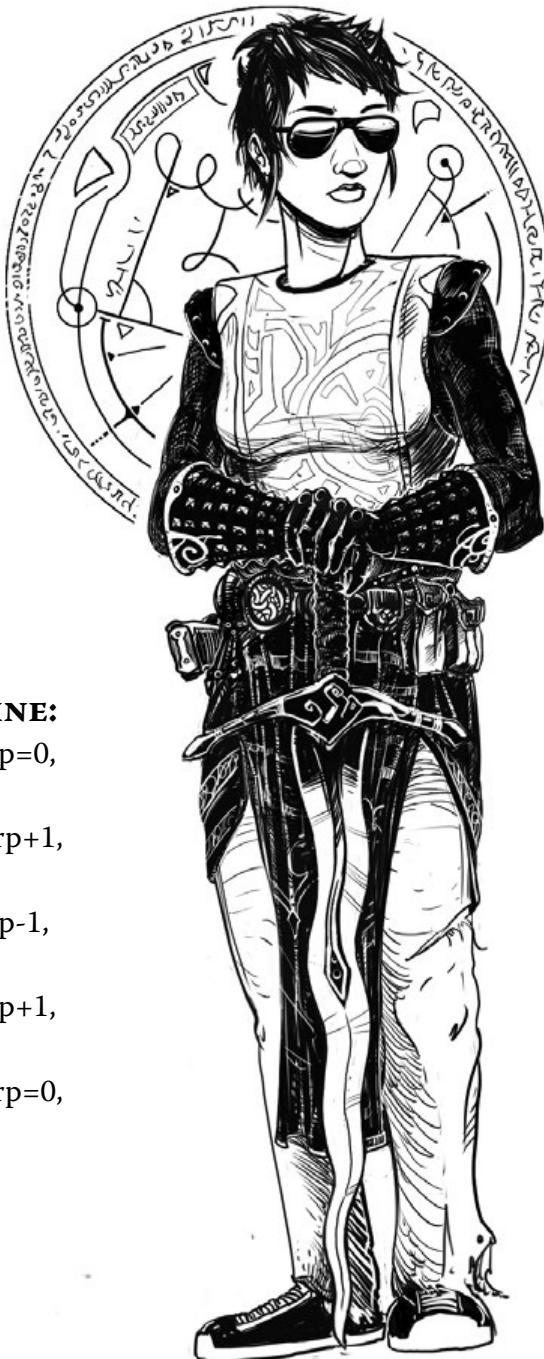
To make your Initiate, first pick a name. Then follow the instructions below to decide your look, ratings, moves, Sect, and gear. Finally, introduce yourself and pick history.

**LOOK, PICK ONE  
FROM EACH LIST:**

- Hardened body,  
tattooed body, agile  
body, strong body,  
thin body, angular  
body, hunched body,  
\_\_\_\_\_ body.
- Archaic clothes,  
unfashionable  
clothes, ceremonial  
clothes, mismatched  
clothes, formal clothes,  
\_\_\_\_\_ clothes.

**RATINGS, PICK ONE LINE:**

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



## MOVES

You get all of the basic moves, plus four Initiate moves. You get this one:

- When you are in good standing with your Sect, at the beginning of each mystery, roll +Charm. On a 10+ they provide some useful info or help in the field. On a 7-9 you get a mission associated with the mystery, and if you do it you'll get some info or help too. On a miss, they ask you to do something bad. If you fail a mission or refuse an order, you'll be in trouble with the Sect until you atone.

Then pick three of these:

- Ancient Fighting Arts:** When using an old-fashioned hand weapon, you inflict +1 harm and get +1 whenever you roll **protect someone**.
- Mystic:** Every time you successfully **use magic**, take +1 forward.
- Fortunes:** The Sect has ancient prophecies or divination techniques to predict the future. Once per mystery, you may use them. If you look at what the future holds, roll +Weird. On a 10+ hold 3, and on a 7-9 hold 1. On a miss, you get bad information and the Keeper decides how that affects you. Spend your hold to:
  - have a useful object ready.
  - be somewhere you are needed, just in time.
  - take +1 forward, or give +1 forward to another hunter.
  - retroactively warn someone about an attack, so that it doesn't happen.
- Sacred Oath:** You may bind yourself to a single goal, forsaking something during your quest (e.g. speech, all sustenance but bread and water, alcohol, lying, sex, etc). Get the Keeper's agreement on this—it should match the goal in importance and difficulty. While you keep your oath and work towards your goal, mark experience at the end of every session and get +1 on any rolls that directly help achieve the goal. If you break the oath, take -1 ongoing until you have atoned.
- Mentor:** You have a mentor in the Sect: name them. When you contact your mentor for info, roll +Sharp. On a 10+, you get an answer to your question, no problem. On a 7-9 you choose: they're either busy and can't help, or they answer the question but you owe a favour. On a miss, your question causes trouble.
- Apprentice:** You have an apprentice: name them. Your job is to teach them the Sect's ways. They count as an ally: subordinate (motivation: to follow your instructions to the letter).
- Helping Hand:** When you successfully help out another hunter, they get +2 instead of the usual +1.
- That Old Black Magic:** When you use magic, you can ask a question from the investigate a mystery move as your effect.

**SECT**

You are part of an ancient, secret order that slays monsters. Where are they from? How old are they? Are they religious? Why do they stay secret? How do they recruit?

You also need to pick the Sect's traditions (these will be used by the Keeper to determine the Sect's methods and actions):

**Good Traditions** (pick two):

- |  |   |  |
|--|---|--|
| <input type="checkbox"/> Knowledgable  | <input type="checkbox"/> Chapters         | <input type="checkbox"/> Integrated    |
| <input type="checkbox"/> Ancient lore  | everywhere                                | in society                             |
| <input type="checkbox"/> Magical lore  | <input type="checkbox"/> Secular power    | <input type="checkbox"/> Rich          |
| <input type="checkbox"/> Fighting arts | <input type="checkbox"/> Flexible tactics | <input type="checkbox"/> Nifty gadgets |
| <input type="checkbox"/> Modernised    | <input type="checkbox"/> Open hierarchy   | <input type="checkbox"/> Magical items |

**Bad Traditions** (pick one):

- |   |   |
|---|---|
| <input type="checkbox"/> Dubious motives        | <input type="checkbox"/> Strict laws        |
| <input type="checkbox"/> Tradition-bound        | <input type="checkbox"/> Mystical oaths     |
| <input type="checkbox"/> Short-sighted          | <input type="checkbox"/> Total obedience    |
| <input type="checkbox"/> Paranoid and secretive | <input type="checkbox"/> Tyrannical leaders |
| <input type="checkbox"/> Closed hierarchy       | <input type="checkbox"/> Obsolete gear      |
| <input type="checkbox"/> Factionalised          | <input type="checkbox"/> Poor               |

**GEAR**

If the Sect has **fighting arts** or **obsolete gear**, then pick three old-fashioned weapons. If the Sect has **modernised** or **nifty gadgets**, you may pick two modern weapons. Otherwise, pick two old-fashioned weapons and one modern weapon.

You also get old-fashioned armour (1-armour heavy).

## Old-fashioned weapons (pick either two or three, as above):

- |   |  |
|---|--|
| <input type="checkbox"/> Sword (2-harm hand messy)              | <input type="checkbox"/> Silver knife (1-harm hand silver)   |
| <input type="checkbox"/> Axe (2-harm hand messy)                | <input type="checkbox"/> Fighting sticks (1-harm hand quick) |
| <input type="checkbox"/> Big sword (3-harm hand messy heavy)    | <input type="checkbox"/> Spear (2-harm hand/close)           |
| <input type="checkbox"/> Big axe (3-harm hand messy slow heavy) | <input type="checkbox"/> Mace (2-harm hand messy)            |
|   | <input type="checkbox"/> Crossbow (2-harm close slow)        |

## Modern weapons (pick either one or two, as above):

- |  |  |
|--|--|
| <input type="checkbox"/> .38 revolver (2-harm close reload loud) | <input type="checkbox"/> Magnum (3-harm close reload loud) |
| <input type="checkbox"/> 9mm (2-harm close loud)                 | <input type="checkbox"/> Shotgun (3-harm close messy)      |
| <input type="checkbox"/> Sniper rifle (3-harm far)               |  |

## 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 Initiate by name and look, and tell the group what they know about you.

## HISTORY

Go around the group again. On your turn, pick one for each of the other hunters:

- They are a lay member of your Sect.
- You fought together when the tide of monsters seemed unstoppable. Ask them how it went.
- Friends, but they first met you under your cover identity, and learned about the Sect later. Ask how they feel about that.
- They are your close relative, or partner/spouse. Decide between you exactly what the relationship is.
- Fellow ancient weapons/martial arts club members.
- They're described in the prophecies, but the role they will play isn't stated.
- An ex-member of the Sect, but still friends. Ask them why they left or got thrown out
- You met researching mystical weirdness, and you've been occult comrades ever since.

## 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 0-harm, no matter how bad it was. If all your Luck boxes get filled, you've run out of good luck.

Okay        Doomed

**Initiate Special:** When you spend a Luck, something goes wrong for your Sect: an ill-advised project or a disastrous operation. It might be your fault; it could be due to the Sect's bad traditions.

## 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 and get a total of 6 or less, or when 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 following list:

**IMPROVEMENTS**

- Get +1 Weird, max +3
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Get +1 Tough, max +2
- Take another Initiate move
- Take another Initiate move
- Get command of your chapter of the Sect
- Get a Sect team under your command
- Take a move from another playbook
- Take a move from another playbook

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

**ADVANCED****IMPROVEMENTS**

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Become the leader, or effective leader, of the whole Sect.
- Get back one used Luck point.



# THE MONSTROUS

*I feel the hunger, the lust to destroy. But I fight it: I never give in. I'm not human any more, not really, but I have to protect those who still are. That way I can tell myself I'm different to the other monsters. Sometimes I can even believe it.*

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

**LOOK, PICK ONE FROM EACH LIST:**

- Almost human, half human, monstrous, \_\_\_\_\_.
- Sinister aura, powerful aura, dark aura, unnerving aura, energetic aura, evil aura, bestial aura, \_\_\_\_\_ aura.
- Archaic clothes, casual clothes, ragged clothes, tailored clothes, stylish clothes, street clothes, outdoor clothes, \_\_\_\_\_ clothes.



**RATINGS, PICK ONE LINE:**

- Charm-1, Cool-1, Sharp=0, Tough+2, Weird+3
- Charm-1, Cool+1, Sharp+1, Tough=0, Weird+3
- Charm+2, Cool=0, Sharp-1, Tough-1, Weird+3
- Charm-2, Cool+2, Sharp=0, Tough=0, Weird+3
- Charm=0, Cool-1, Sharp+2, Tough-1, Weird+3

**BREED**

You're half-human, half-monster: decide if you were always this way or if you were originally human and transformed somehow.

Now decide if you were always fighting to be good, or if you were evil and changed sides.

Define your monstrous breed by picking a curse, moves, and natural attacks.

Create the monster you want to be: whatever you choose defines your breed in the game. Some classic monsters with suggestions for picks are listed below. These are *only* suggestions: feel free to make a different version!

**MONSTER BREED SUGGESTIONS**

- **Vampire:** *Curse:* feed (blood or life-force). *Natural attacks:* Base: life-drain or Base: teeth; add +1 harm to base attack. *Moves:* immortal or unquenchable vitality; mental domination.
- **Werewolf:** *Curse:* vulnerability (silver). *Natural attacks:* Base: claws; Base: teeth. *Moves:* shapeshifter (wolf and/or wolfman); claws of the beast or unholy strength.
- **Ghost:** *Curse:* vulnerability (rock salt). *Natural attacks:* Base: magical force; add hand range to magical force. *Moves:* incorporeal; immortal.
- **Faerie:** *Curse:* pure drive (joy). *Natural attacks:* Base: magical force; add ignore-armour to magical force. *Moves:* flight; preternatural speed.
- **Demon:** *Curse:* pure drive (cruelty). *Natural attacks:* Base: claws; +1 harm to claws. *Moves:* dark negotiator; unquenchable vitality.
- **Orc:** *Curse:* dark master (the orc overlord). *Natural attacks:* Base: teeth; add ignore-armour to teeth. *Moves:* Unholy strength; dark negotiator.
- **Zombie:** *Curse:* pure drive (hunger), feed (flesh or brains). *Natural attacks:* Base: teeth; +1 harm to teeth. *Moves:* immortal; unquenchable vitality.

**CURSES, PICK ONE:**

- Feed:** You must subsist on living humans—it might take the form of blood, brains, or spiritual essence but it must be from people. You need to **act under pressure** to resist feeding whenever a perfect opportunity presents itself.
- Vulnerability:** Pick a substance. You suffer +1 harm when you suffer harm from it. If you are bound or surrounded by it, you must **act under pressure** to use your powers.
- Pure Drive:** One emotion rules you. Pick from: hunger, hate, anger, fear, jealousy, greed, joy, pride, envy, lust, or cruelty. Whenever you have a chance to indulge that emotion, you must do so immediately, or **act under pressure** to resist.
- Dark Master:** You have an evil lord who doesn't know you changed sides. They still give you orders, and they do not tolerate refusal. Or failure.

**NATURAL ATTACKS**

*Pick a Base and add an extra to it, or two Bases.*

- Base: teeth (3-harm intimate)
- Base: claws (2-harm hand)
- Base: magical force (1-harm magical close)
- Base: life-drain (1-harm intimate life-drain)
- Extra: Add +1 harm to a base
- Extra: Add ignore-armour to a base
- Extra: Add an extra range to a base (add intimate, hand, or close).



## MOVES

You get all the basic moves, plus pick two Monstrous moves:

- Immortal:** You do not age or sicken, and whenever you suffer harm you suffer 1-harm less.
- Unnatural Appeal:** Roll +Weird instead of +Charm when you **manipulate someone**.
- Unholy Strength:** Roll +Weird instead of +Tough when you **kick some ass**.
- Incorporeal:** You may move freely through solid objects (but not people).
- Preternatural Speed:** You go much faster than normal people. **When you chase, flee, or run** take +1 ongoing.
- Claws of the Beast:** All your natural attacks get +1 harm.
- Mental Dominion:** When you gaze into a normal human's eyes and **exert your will over them**, roll +Charm. On a 10+, hold 3. On a 7-9, hold 1. You may spend your hold to give them an order. Regular people will follow your order, whatever it is. Hunters can choose whether they do it or not. If they do, they mark experience.
- Unquenchable Vitality:** When you have taken harm, **you can heal yourself**. Roll +Cool. On a 10+, heal 2-harm and stabilise your injuries. On a 7-9, heal 1-harm and stabilise your injuries. On a miss, your injuries worsen.
- Dark Negotiator:** You can use the **manipulate someone** move on monsters as well as people, if they can reason and talk.
- Flight:** You can fly.
- Shapeshifter:** You may change your form (usually into an animal). Decide if you have just one alternate form or several, and detail them. You gain +1 to **investigate a mystery** when using an alternate form's superior senses (e.g. smell for a wolf, sight for an eagle).
- Something Borrowed:** Take a move from a hunter playbook that is not currently in play.

## GEAR

If you want, you can take one handy weapon:

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- Magnum (3-harm close reload loud)
- Shotgun (3-harm close messy)
- Big knife (1-harm hand)
- Brass knuckles (1-harm hand quiet small)
- Sword (2-harm hand messy)
- Huge sword (3-harm hand heavy)

## 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 Monstrous 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:

- You lost control one time, and almost killed them. Ask them how they stopped you.
- They tried to slay you, but you proved you're on the side of good. Ask them what convinced them.
- You are romantically obsessed with them. Ask them if they know, and if they reciprocate.
- Close relations, or a distant descendant. Tell them which.
- You saved them from another of your kind, and prevented reprisals against that individual creature (maybe it's another good one, or maybe it has a hold over you).
- They are tied to your curse or origin. Tell them how.
- You fought together against the odds, and prevailed.
- They saved you from another hunter who was prepared to kill you. Ask them what happened.

## 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 0-harm, no matter how bad it was. If all your Luck boxes get filled, you've run out of good luck.

Okay        Doomed

**Monstrous Special:** When you spend a Luck, your monster side gains power. Your Curse may temporarily become stronger, or another disadvantage of your Breed may manifest.

## 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 and get a total of 6 or less, or when 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 following list:

**IMPROVEMENTS**

- |  |   |
|--|---|
| <input type="checkbox"/> Get +1 Charm, max +2                                | <input type="checkbox"/> Get +1 Sharp, max +2 |
| <input type="checkbox"/> Get +1 Cool, max +2                                 | <input type="checkbox"/> Get +1 Tough, max +2 |
| <input type="checkbox"/> Take another Monstrous move                         |   |
| <input type="checkbox"/> Take another Monstrous move                         |   |
| <input type="checkbox"/> Gain a haven, like the Expert has, with two options |   |
| <input type="checkbox"/> Take a natural attacks pick                         |   |
| <input type="checkbox"/> Take a move from another playbook                   |   |
| <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. They're below.

**ADVANCED IMPROVEMENTS**

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Free yourself from the curse of your kind. Your curse no longer applies, but you lose 1 Weird.
- You turn evil (again). Retire this character, they become one of the Keeper's threats.
- Get back one used Luck point.

# THE MUNDANE

*You heard about how monsters only pick on people with crazy powers who can fight back on even terms? Yeah, me neither. But, hell, I ended up in this monster-hunting team so I gotta do what I can, right?*

To make your Mundane, 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 LIST:**

- Kid, teen, adult, old, \_\_\_\_\_.
- Friendly face, alluring face, laughing face, trustworthy face, average face, serious face, sensual face, \_\_\_\_\_ face.
- Normal clothes, casual clothes, goth clothes, sporty clothes, work clothes, street clothes, nerdy clothes, \_\_\_\_\_ clothes.



**RATINGS, PICK ONE LINE:**

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

**MOVES**

You get all the basic moves, plus pick three Mundane moves:

- Always The Victim:** When another hunter uses **protect someone** to protect you, they mark experience. Whenever a monster captures you, you mark experience.
- Oops! If you want to stumble across something important,** tell the Keeper. You will find something important and useful, although not necessarily related to your immediate problems.
- Let's Get Out Of Here!** If you can **protect someone** by telling them what to do, or by leading them out, roll +Charm instead of +Tough.
- Panic Button:** When you need to escape, **name the route you'll try** and roll +Sharp. On a 10+ you're out of danger, no problem. On a 7-9 you can go or stay, but if you go it's going to cost you (you leave something behind or something comes with you). On a miss, you are caught halfway out.
- The Power of Heart:** When fighting a monster, if you **help someone**, don't roll +Cool. You automatically help as though you'd rolled a 10.
- Trust Me:** When you tell a normal person the truth in order to protect them from danger, roll +Charm. On a 10+ they'll do what you say they should, no questions asked. On a 7-9 they do it, but the Keeper chooses one from:
  - They ask you a hard question first.
  - They stall and dither a while.
  - They have a “better” idea.
 On a miss, they're going to think you're crazy and maybe dangerous too.
- What Could Go Wrong?:** Whenever you charge into immediate danger without hedging your bets, hold 2. You may spend your hold to:
  - Inflict +1 harm.
  - Reduce someone's harm suffered by 1.
  - Take +2 forward on an **act under pressure** roll.
- Don't Worry, I'll Check It Out:** Whenever you go off by yourself to check out somewhere (or something) scary, mark experience.

**GEAR**

You get two Mundane weapons and a means of transport.

Mundane weapons (pick two):

- Golf club, baseball bat, cricket bat, or hockey stick (2-harm hand innocuous messy)
- Pocket knife or multitool (1-harm hand useful small)
- Small handgun (2-harm close loud reload)
- Hunting rifle (3-harm far loud reload)
- Sledge-hammer or fire axe (3-harm hand messy)
- Nunchuks (2-harm hand area)

Means of transport (pick one):

- |   |  |
|---|--|
| <input type="checkbox"/> Skateboard                         | <input type="checkbox"/> Classic car in terrible condition |
| <input type="checkbox"/> Bicycle                            | <input type="checkbox"/> Motorcycle                        |
| <input type="checkbox"/> Fairly new car in decent condition | <input type="checkbox"/> Van                               |

**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 Mundane 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:

- You are close relations. Tell them exactly how you're related.
- Initially rivals, you both now respect each others' talents.
- Romantically involved, or you just have a crush on them. Ask them which they prefer.
- They're your hero, exactly the kind of monster hunter you aspire to be. Tell them why you worship them.
- Good friends. Tell them if it's from way back, or recently.
- You're a bit suspicious of them (maybe due to their unnatural powers or something like that).
- They introduced you to the existence of monsters. Tell them how you feel about that.
- You saved their life from a monster due to an unlikely chain of events. Tell them what.

**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 0-harm, no matter how bad it was. If all your Luck boxes get filled, you've run out of good luck.

Okay       Doomed

**Mundane Special:** When you spend a Luck, you'll find something weird. Maybe even useful, but mostly just weird.

**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 and get a total of 6 or less, or when 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 following list:

**IMPROVEMENTS**

- |  |   |
|--|---|
| <input type="checkbox"/> Get +1 Charm, max +3      | <input type="checkbox"/> Get back one used Luck point |
| <input type="checkbox"/> Get +1 Cool, max +2       | <input type="checkbox"/> Get back one used Luck point |
| <input type="checkbox"/> Get +1 Sharp, max +2      | <input type="checkbox"/> Take a move from             |
| <input type="checkbox"/> Get +1 Tough, max +2      | another playbook                                      |
| <input type="checkbox"/> Take another Mundane move | <input type="checkbox"/> Take a move from             |
| <input type="checkbox"/> Take another Mundane move | another playbook                                      |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

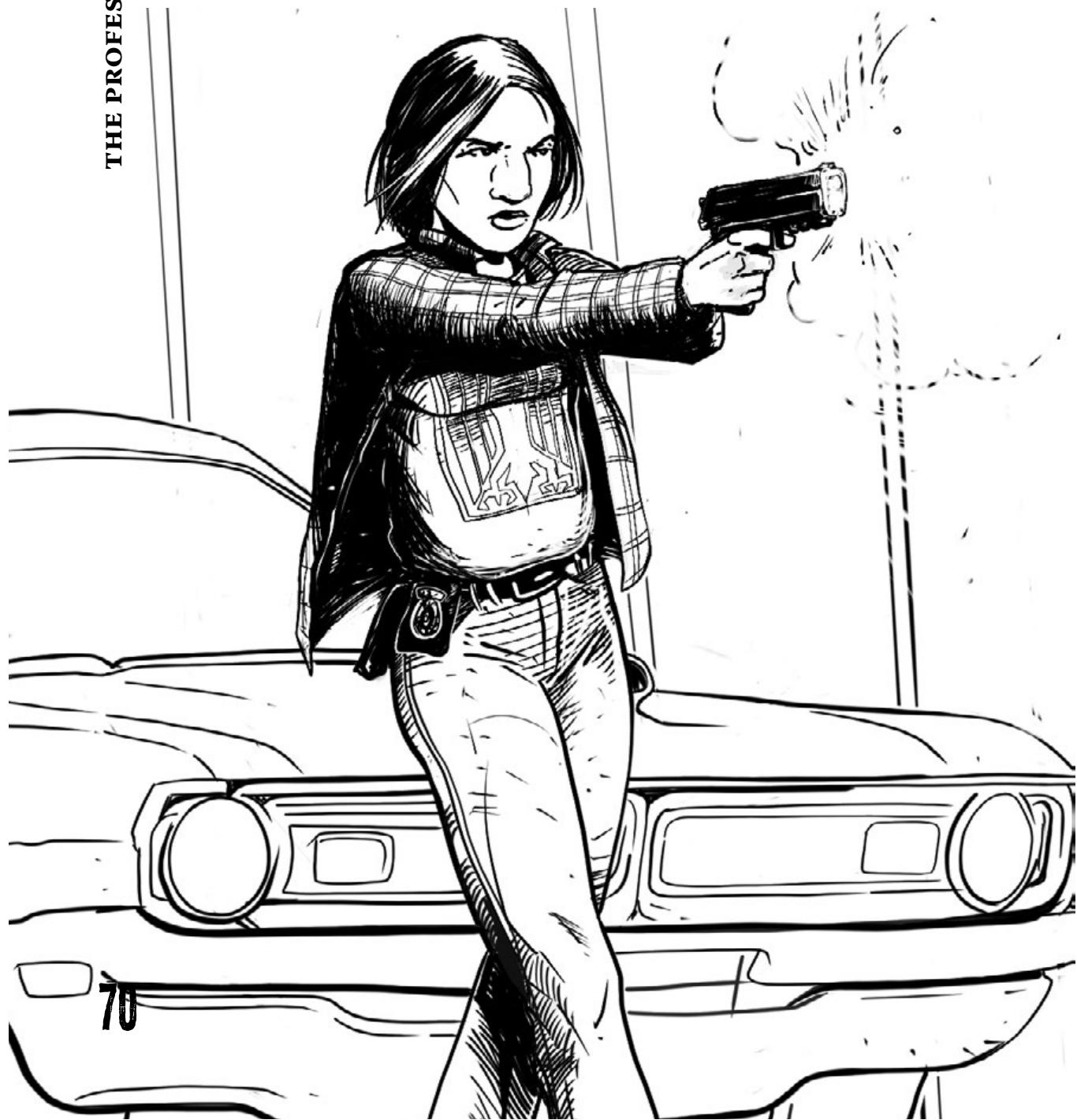
**ADVANCED IMPROVEMENTS**

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Get back one used Luck point.
- Get back one used Luck point.

# THE PROFESSIONAL

*It's kind of strange when your regular 9-to-5 job is to hunt down monsters. Still, that's the job I took on when I joined this outfit. It pays well, and the benefits are good. Like they say "You don't have to be crazy to work here, but it sure helps!"*

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



**LOOK, PICK ONE FROM EACH LIST:**

- Chiseled face, scarred face, unshaven face, soft face, young face, old face, determined face, \_\_\_\_\_ face.
- Tailored suit, shabby suit, perfect suit, utility coveralls, battle-dress, paramilitary uniform, lab coat, \_\_\_\_\_.

**RATINGS, PICK ONE LINE:**

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

**AGENCY**

Decide who it is you work for. Are they a black-budget government department, a secret military unit, a clandestine police team, a private individual's crusade, a corporation, a scientific team, or what?

Is the Agency's goal to: destroy monsters, study the supernatural, protect people, gain power, or something else?

Pick two resource tags for the Agency, and two red tape tags:

**Resources (pick two):**

- |  |   |
|--|---|
| <input type="checkbox"/> Well-armed        | <input type="checkbox"/> Offices all over the place |
| <input type="checkbox"/> Well-financed     | <input type="checkbox"/> Good intel                 |
| <input type="checkbox"/> Rigorous training | <input type="checkbox"/> Recognised authority       |
| <input type="checkbox"/> Official pull     | <input type="checkbox"/> Weird tech gadgets         |
| <input type="checkbox"/> Cover identities  | <input type="checkbox"/> Support teams              |

**Red Tape (pick two):**

- Dubious motives
- Bureaucratic
- Secretive hierarchy
- Cryptic missions
- Hostile superiors
- Inter-departmental rivalry
- Budget cuts
- Take no prisoners policy
- Live capture policy



**MOVES**

You get all the basic moves, plus four Professional moves.

You get this one:

- When you **deal with the Agency**, requesting help or gear, or making excuses for a failure, roll +Sharp. On a 10+, you're good—your request for gear or personnel is okayed, or your slip-up goes unnoticed. On a 7-9, things aren't so great. You might get chewed out by your superiors and there'll be fallout, but you get what you need for the job. On a miss, you screwed up: you might be suspended or under investigation, or just in the doghouse. You certainly aren't going to get any help until you sort it all out.

Then pick three of these:

- Bottle It Up:** If you want, you can take up to +3 bonus when you **act under pressure**. For each +1 you use, the Keeper holds 1. That hold can be spent later—one for one—to give you -1 on any move *except act under pressure*.
- Unfazeable:** Take +1 Cool (max +3).
- Battlefield Awareness:** You always know what's happening around you, and what to watch out for. Take +1 armour (max 2-armour) on top of whatever you get from your gear.
- Leave No One Behind:** In combat, when **you help someone escape**, roll +Sharp. On a 10+ you get them out clean. On a 7-9, you can *either* get them out *or* suffer no harm, you choose. On a miss, you fail to get them out and you've attracted hostile attention.
- Tactical Genius:** When you **read a bad situation**, you may roll +Cool instead of +Sharp
- Medic:** You have a full first aid kit, and the training to heal people. **When you do first aid**, roll +Cool. On a 10+ the patient is stabilized and healed of 2 harm. On a 7-9 choose one: heal 2 harm or stabilize the injury. On a miss, you cause an extra 1 harm. This move takes the place of regular first aid.
- Mobility:** You have a truck, van, or car built for monster hunting. Choose two good things and one bad thing about it.

*Good things:* roomy; surveillance gear; fast; stealthy; intimidating; classic; medical kit; sleeping space; toolkit; concealed weapons; anonymous; armoured (+1 armour inside); tough; monster cage.

*Bad things:* loud; obvious; temperamental; beaten-up; gas-guzzler; uncomfortable; slow; old.

**GEAR**

Pick one serious weapon and two normal weapons.

You get *either* a flak vest (1-armour hidden) *or* combat armour (2-armour heavy) for protection.

Serious weapons (pick one):

- Assault rifle (3-harm far area loud reload)
- Grenade launcher (4-harm far area messy loud reload)
- Sniper rifle (4-harm far)
- Grenades (4-harm close area messy loud)
- Submachine gun (3-harm close area loud reload)

Normal weapons (pick two):

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- Hunting rifle (2-harm far loud)
- Shotgun (3-harm close messy)
- Big knife (1-harm hand)

**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 Professional by name and look, and tell the group what they know about you.

**HISTORY**

Go around the group again. On your turn, pick one for each of the other hunters:

- Your relationship with them has romantic potential. So far it hasn't gone further.
- They're on the Agency's watch list, and you've been keeping an eye on them.
- You are related. Tell them how close.
- You met on a mission and worked together unofficially. And successfully.
- They've worked with the Agency before, and they're well regarded.
- You were friends back in training, before the Agency recruited you. This could be military, law enforcement, or some weirder school: decide the details between you.
- They pulled you (and maybe your team) out of a terrible FUBARed mission.
- You got sent to "deal with them" as a hazard to the Agency's policies one time. Tell them how you resolved this.

**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 0-harm, no matter how bad it was. If all your Luck boxes get filled, you've run out of good luck.

Okay       Doomed

**Professional Special:** When you spend a Luck, your next mission from the Agency comes with lots of Red Tape. Lots.

**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 and get a total of 6 or less, or when a move tells you to, mark experience. When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list:

**IMPROVEMENTS**

- |   |   |
|---|---|
| <input type="checkbox"/> Get +1 Cool, max +3            | <input type="checkbox"/> Add a new resource tag for your Agency <i>or</i> change a red tape tag |
| <input type="checkbox"/> Get +1 Charm, max +2           | <input type="checkbox"/> Get command of an Agency team of monster hunters                       |
| <input type="checkbox"/> Get +1 Sharp, max +2           | <input type="checkbox"/> Take a move from another playbook                                      |
| <input type="checkbox"/> Get +1 Tough, max +2           | <input type="checkbox"/> Take a move from another playbook                                      |
| <input type="checkbox"/> Take another Professional move |   |
| <input type="checkbox"/> Take another Professional move |   |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

**ADVANCED IMPROVEMENTS**

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Get some or all of the other players' hunters hired by your agency. They get the **deal with the agency** move, as well as salary and benefits.
- Get back one used Luck point.

# THE SNOOP

*Cryptids have kept out of sight, but I'm going to find them and record them. The evidence will be incontrovertible, and I'll be the one who did it. I'm going to be a superstar one day, you mark my words! Hey... did you just feel a chill?*

To make your Snoop, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, crew, moves, and gear. Finally, introduce yourself and pick history.

**LOOK, PICK ONE FROM EACH LIST:**

- Slender body, hefty body, trim body, jittery body, tall body, short body, \_\_\_\_\_ body.
- Student clothes, arty clothes, old suit, stylish suit, safari wear, hat & trenchcoat, utility wear, \_\_\_\_\_ clothes.



**RATINGS, PICK ONE LINE:**

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

**CREW**

Decide if your crew is the other hunters, or if you have an entourage.

If they are not the hunters, there are up to three of them. Pick a name and job for each. Tell the Keeper—your crew are **bystanders**.

If it's the other hunters, decide together who gets which job.

Crew jobs: camera, sound, editing, dogsbody, researcher, driver, director, producer, bodyguard.

**MOVES**

You get all the basic moves, plus three Snoop moves. Pick three:

- "What Does That Feel Like?"**: When you put your camera or microphone right in a person's face, they break off whatever they are doing. They might go right back to it after they deal with you, but you'll create enough time for the other hunters to act in the meantime.
- Minor Celebrity**: At the beginning of each mystery, roll +Weird. On a 10+ hold 2 and on a 7-9 hold 1. Spend your hold during the mystery to have someone you meet know of you in a positive light (maybe they read your blog, listen to your podcast, or watch your Internet/TV show, etc). You may end up getting asked for autographs or given "hot" leads, etc.
- We'll Fix It In Post**: You can use anything you could conceivably have recorded as evidence for **investigate a mystery**, allowing you to check previous interviews, attack sites, and so on from the comfort of your laptop.
- Press Accreditation**: When you **investigate a mystery** by talking to witnesses, interviewing locals, or anything else requiring interpersonal skills, roll +Charm instead of +Sharp.
- Truthiness**: Whatever you tell a normal person, they'll accept that you think it's true. If it's far out, they might think you're deluded, but they won't think you're lying.
- The Mojo Wire**: When you spend a while reading all the latest news feeds looking for the weird stuff, take +1 forward.
- Relaxed Producer**: You're employed, with a regular pay check and little or no oversight. As long as you send in a story every few days, no matter how bizarre, you're set. Every now and again they'll send you somewhere in particular, and when that happens it usually involves supernatural activity. Unless they need human interest, in which case it will be a kitten show or agricultural fair or something.

**GEAR**

You get a laptop, three recording devices, two detectors and one subtle weapon.

Recording devices (pick three):

- |  |   |
|--|---|
| <input type="checkbox"/> Video camera        | <input type="checkbox"/> Camera drone     |
| <input type="checkbox"/> Tiny digital camera | <input type="checkbox"/> Starlight camera |
| <input type="checkbox"/> Film camera         | <input type="checkbox"/> Steadicam rig    |
| <input type="checkbox"/> Digital recorder    | <input type="checkbox"/> Laser microphone |
| <input type="checkbox"/> Tape recorder       | <input type="checkbox"/> SLR camera       |
| <input type="checkbox"/> Infrared camera     | <input type="checkbox"/> Nice smartphone  |
| <input type="checkbox"/> Pro sound gear      | <input type="checkbox"/> _____            |

Detectors (pick two):

- |   |  |
|---|--|
| <input type="checkbox"/> Electromagnetic field detector   | <input type="checkbox"/> Metal detector    |
| <input type="checkbox"/> Temperature fluctuation detector | <input type="checkbox"/> Compass           |
| <input type="checkbox"/> Ouija board                      | <input type="checkbox"/> GPS receiver      |
| <input type="checkbox"/> Humidity meter                   | <input type="checkbox"/> Laser rangefinder |
| <input type="checkbox"/> Dowsing rods                     | <input type="checkbox"/> Pendulum          |
| <input type="checkbox"/> Chemistry test kit               | <input type="checkbox"/> Tarot deck        |
|   | <input type="checkbox"/> _____             |

Subtle weapons (pick one):

- |  |
|--|
| <input type="checkbox"/> Multitool/pocket knife<br>(1-harm hand hidden useful) |
| <input type="checkbox"/> Stun gun (1-harm hand stun)                           |
| <input type="checkbox"/> Baseball/cricket bat<br>(2-harm hand innocuous messy) |
| <input type="checkbox"/> Handgun (2-harm close loud)                           |
| <input type="checkbox"/> Knife (1-harm hand hidden)                            |



**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 Snoop 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:

- You're best friends from school/university (film class, maybe?)
- You met this hunter when they killed a monster you were doing a story on. Ask them what it was.
- This hunter almost defeated a monster but you did something to prevent that. Ask them what the monster was, then tell them what you did. Was it an accident or on purpose?
- This hunter was in danger of some having unhelpful publicity, but you got the story killed.
- You have a crush on this hunter. Ask them if they've noticed.
- This hunter saved your ass when you did something stupid. Ask them what you did.
- This hunter is a huge fan of your work. Ask them if they keep quiet about it or if everyone knows?
- This hunter is a relation, close or distant. Decide between you exactly what.

**LUCK**

Mark luck to change a roll to 12 *or* avoid all harm from an injury.

Okay        Doomed

**Snoop special:** Whenever you spend a Luck point, you're going to have technical difficulties. Breakdowns, communication problems, weird noises in the recordings, etc.

**HARM**

When you reach 4 or more, mark unstable.

Okay    |    Dying

Unstable:  (*Unstable injuries will worsen as time passes*)

## LEVELING UP

*Experience:* □□□□□

Whenever you roll and get a total of 6 or less, or when 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 following list:

### IMPROVEMENTS

- Get +1 Charm, max +3
- Get +1 Cool, max +2
- Get +1 Weird, max +2
- Get +1 Sharp, max +2
- Take another Snoop move
- Take another Snoop move
- Gain an ally: one of your existing crew members or the whole crew as an ally team
- Get a haven, like the Expert has, with one option plus a film lab and editing suite
- Take a move from another playbook
- 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

- Get +1 to any rating, max +3
- Change this hunter to a new type
- Create a second hunter to play as well as this one
- Mark two of the basic moves as advanced
- Mark another two of the basic moves as advanced
- Retire this hunter to safety
- Get back one used Luck point
- Make it big. You're a superstar now!

# THE SPELL-SLINGER

*Fight fire with fire magic.*

To make your Spell-slinger, first pick a name. Then follow the instructions below to decide your look, ratings, Combat Magic, moves, and gear. Finally, introduce yourself and pick history.



**LOOK, PICK ONE FROM EACH LIST:**

- Ruffled clothes, stylish clothes, goth clothes, old fashioned clothes, \_\_\_\_\_ clothes.
- Shadowed eyes, fierce eyes, weary eyes, sparkling eyes, \_\_\_\_\_ eyes.

**RATINGS, PICK ONE LINE:**

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

**COMBAT MAGIC**

You have a few attack spells you can use as weapons. When you use these spells to **kick some ass**, roll +Weird instead of +Tough. Sometimes the situation may require you to **act under pressure** to cast your spell without problems.

Pick three options from the list below.

Your combat spells can combine any of your base spells with any of your effects.

Combat magic, pick three (with at least one base):

**Bases:**

- Blast:** 2-harm magical close obvious loud  
 **Ball:** 1-harm magical area close obvious loud  
 **Missile:** 1-harm magical far obvious loud  
 **Wall:** 1-harm magical barrier close 1-armour obvious loud

**Effects:**

- Fire:** Add “+2 harm fire” to a base. If you get a 10+ on a combat magic roll, the fire won’t spread.  
 **Force or Wind:** Add “+1 harm forceful” to a base, or “+1 armour” to a wall.  
 **Lightning or Entropy:** Add “+1 harm messy” to a base.  
 **Frost or Ice:** Adds “-1 harm +2 armour” to a wall, or “+1 harm restraining” to other bases.  
 **Earth:** Add “forceful restraining” to a base.  
 **Necromantic:** Add “life-drain” to a base.

## MOVES

You get all the basic moves and four Spell-slinger moves. You have this one:

- **Tools and Techniques:** In order to use your combat magic effectively, you rely on a collection of tools and techniques. If you don't use them, there are drawbacks. Cross off one; you'll need the rest.
  - **Consumables:** You need to have certain supplies— powders, oils, etc— on hand to cast your spell. They're used up when you cast the spell. If you don't have them on hand, your body will be the substitute: take 1-harm ignore-armour when you cast.
  - **Foci:** You need wands, staves, and other somewhat obvious props to focus your efforts at their most powerful. If you don't have what you need on hand, your combat magic does 1 less harm.
  - **Gestures:** You need to be able to wave your hands around obviously in order to use your combat magic. If you're restrained in any way, you can still cast the spell but it's more likely to go wrong; take -1 ongoing to your combat magic.
  - **Incantations:** You must speak in an arcane language to control your magic without it filtering directly through your mind. If you use combat magic spell, successfully or failed, while unable or unwilling to speak, you must immediately **act under pressure** to avoid scrambling your thoughts—producing hallucinations, sensory deprivation, and general befuddlement.



Plus pick three of these:

- Advanced Arcane Training:** If you have two of your three Tools and Techniques at the ready, you may ignore the third one.
- Arcane Reputation:** Pick three big organizations or groups in the supernatural community, which can include some of the more sociable types of monsters. They've heard of you and respect your power. With affected humans, take +1 forward when you **manipulate** them. You may **manipulate** affected monsters as if they were human, with no bonus.
- Could've Been Worse:** When you miss a **use magic** roll you can choose one of the following options instead of losing control of the magic:
  - **Fizzle:** The preparations and materials for the spell are ruined. You'll have to start over from scratch with the prep time doubled.
  - **This Is Gonna Suck:** The effect happens, but you trigger all of the listed glitches but one. You pick the one you avoid.
- Enchanted Clothing:** Pick an article of every-day clothing—it's enchanted without any change in appearance. Take -1 harm from any source that tries to get at you through the garment.
- Forensic Divination:** When you successfully **investigate a mystery**, you may ask "What magic was done here?" as a free extra question.
- Go Big or Go Home:** When you must **use magic** as a requirement for Big Magic, take +1 ongoing to those **use magic** rolls.
- Not My Fault:** +1 to **act under pressure** when you are dealing with the consequences of your own spellcasting.
- Practitioner:** Choose two effects available to you under **use magic**. Take +1 to **use magic** whenever you choose one of those effects.
- Shield Spell:** When you **protect someone**, gain 2-armour against any harm that is transferred to you. This doesn't stack with your other armour, if any.
- Third Eye:** When you **read a bad situation**, you can **open up your third eye** for a moment to take in extra information. Take +1 hold on any result of 7 or more, plus you can see invisible things. On a miss, you may still get 1 hold, but you're exposed to supernatural danger. Unfiltered hidden reality is rough on the mind!

**GEAR**

You don't need much—aside from any foci or consumables to power your magic. Still, it's good to carry some backup. Pick one:

- Old revolver (2-harm close reload loud)
- Ritual knife (1-harm hand)
- Heirloom sword (2-harm hand messy)

**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 Spell-slinger by name and look, and tell the group what they know about you.

**HISTORY**

Go around the group again. On your turn, pick one for each of the other hunters:

- They act as your conscience when the power goes to your head. Ask them about the last time this happened.
- Blood relation, though you were out of contact for years. Ask them how they reconnected with you.
- Mentor from another life. Ask them what they taught you.
- Your magic-fueled rescue of them introduced them to the supernatural. Tell them what creature was after them.
- An old rivalry has turned into a tight friendship. Tell them what you once fought over.
- You thought they were dead, and now they're back. What "killed" them?
- They're an on-again/off-again love interest. Ask them what keeps you apart. Tell them what keeps you together.
- A comrade-in-arms. You've faced the biggest threats together.

**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 0-harm, no matter how bad it was. If your Luck boxes all get filled, you've run out of good luck.

Okay        Doomed

**Spell-Slinger Special:** When you spend a Luck, the official council of wizards is going to poke their nose into your business. There is always some rule, tradition, or law you have bent or broken.

**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 and get a total of 6 or less, or when 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 following list:

**IMPROVEMENTS**

- Get +1 Weird, max +3
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Get +1 Tough, max +2
- Take another Spell-Slinger move.
- Take another Spell-Slinger move.
- Take a move from another playbook.
- Take a move from another playbook.
- Take another Combat Magic pick.

**ADVANCED IMPROVEMENTS**

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They’re below:

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Erase one used Luck mark from your playbook.
- Take another Combat Magic pick.
- You may cross off another option from your Tools and Techniques.

# THE SPOOKTACULAR

*I've traveled all over, pretty much everywhere you can make a dollar. I've made people happy, and I guess annoyed a few. But everywhere you go has monsters—this show included.*

To make your Spooktacular, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, Show, moves, and gear. Finally, introduce yourself and pick history.

## LOOK, PICK ONE FROM EACH LIST:

- Human, slightly inhuman, fate-marked, \_\_\_\_\_.
- Friendly face, guarded face, observant face, open face, weathered face, young face, \_\_\_\_\_ face.
- Fancy clothes, old clothes, stage costume, working clothes, \_\_\_\_\_.

## RATINGS, PICK ONE LINE:

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



## THE SHOW

You spent a long time with a traveling show and get an ability based on its style. Are you still with them? If so, how do you balance work and monster hunting? If you left, why was that?

*Pick your show's specialty:*

- An Infernal Power:** A Big Bad operated the Show for evil purposes. You signed the contract—take a three-box **infernal favour** track. Spend these as if they were Luck points. The Big Bad may restore these points when they wish, but first you must do something unforgivably terrible. What sin have you already committed?  
**Infernal Favour:**   .
- Magic & Illusions:** You can cast confounding spells. When you **weave an illusion**, roll +Weird. On a 10+ everyone is fooled, they are either led in a direction of your choice or you and those you choose escape undetected. On a 7-9, it doesn't quite work: misdirect or escape as a 10+ result, but the Keeper chooses one: someone isn't fooled, or you gain unwelcome attention. On a miss, it goes badly as magic always does.
- Making Money:** You've got a lot of practice bamboozling folks. When you **mess with someone**, roll +Charm. On a 10+, they don't know what's going on and overlook something of your choice. On a 7-9 they still overlook something but they're more angry than baffled. On a miss, you better run.
- Problem Solvers:** The Show rolls into town, people visit and reveal their difficulties. The crew arrange to make things better, leaving each town a little happier than when you arrived. Well, when things go smoothly anyhow. When you **chat to someone, or observe them for a few minutes**, the Keeper will tell you what their biggest problem is right now.
- Supernatural Creatures:** You're not entirely human yourself. Pick a single supernatural move from any hunter playbook (the Monstrous is a good place to start). How does your inhuman nature show?

## MOVES

You get all of the basic moves, and two Spooktacular moves.

Pick two of these:

- Put On A Show:** You can entertain people so they feel joy and forget their troubles. **Say what you do** and roll +Charm if it's pure performance or +Weird if you add a pinch of magic. On a 10+ the audience is transported and happy. Troubles and trauma are eased in their minds, for a good while. On a 7-9 pick one: the effect just lasts a little while, or the regular time but there's a ruckus when you're done.
- A Negligible Price:** You can make a magical deal to fulfill a desire for someone else. The price is that they reveal to you a secret—and then the world then arranges itself to fulfill their desire, fitting the scale of the secret.
- Easygoin':** You have the gift of being friendly and easy to chat to. When you **try to make a good impression on someone you just met**, roll +Charm. On a 10+ they treat you as a trustworthy and friendly acquaintance. On a 7-9 they open up more than usual but still regard you as a stranger. On a 6 or less, they think you're playing them, and they'll not trust you or your companions.
- Pay It Backward:** Give yourself or someone else an advantage on any roll: roll 3 dice and select the best 2 for your result. Whenever you do this, the Keeper gains 1 hold. That hold may be spent to give any hunter (but usually you) a disadvantage: roll 3 dice and select the worst 2 instead.
- The Old Crew:** You have an **ally team** of Show folks. They are great at setting up a scene, creating a distraction, or even intimidating folks.
- The Game Is Fixed:** When you **use magic** in a crowded and chaotic place (like a fairground), take +1 forward. You may also choose the following effects whenever you **use magic**:
  - Someone fails a skilled task
  - You disappear unnoticed and untraceable in a crowded and chaotic scene
  - Instantly set up or pack away a carnival stall or camp site
  - Track someone
  - Get a bunch of cash.

**GEAR**

You get one camp tool, one vehicle, one mystical item, and all the paraphernalia.

*Camp tools, pick one:*

- Pocket knife or multi-tool (1-harm hand useful small)
- Mallet (1-harm hand useful blunt)
- Crowbar (2-harm hand useful messy)
- Baseball bat or similar (2-harm hand)
- Hatchet (2-harm hand messy)
- Sock full of coins (1-harm hand stun)

*Vehicles, pick one:*

- |                                 |   |
|---------------------------------|---|
| <input type="checkbox"/> Pickup | <input type="checkbox"/> Truck                |
| <input type="checkbox"/> Van    | <input type="checkbox"/> Motorcycle & sidecar |

*Mystical item, pick one:*

- Ghost Shades.** Sunglasses that can see into the spirit world (it seems darker than usual, obviously)
- Really Big Plush Dog (Animated).** Somehow this came to life. It's kind of like a regular dog?
- Returning 100.** Spend this hundred dollar bill, and it will come back in a day or so
- Scamulet.** Heats up whenever someone's running a scam on you
- Wizard Tent.** Worn and crappy on the outside, big and luxurious on the inside

*Paraphernalia. You have all of this crap.*

- Tickets to a show, Snack vouchers, Decks of cards, Pairs of dice, Magic trick props, Camping gear, Makeup, Costume accessories.

**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 Spooktacular by name and look, and tell the group what they know about you.

## HISTORY

Go around the group again. On your turn, pick one of these for each other hunter:

- This hunter worked the Show with you. Ask them for how long—it was at least a few months, time enough to become friends.
- This hunter knew you as a kid. Ask what town you both hail from. Did you run away to join the Show?
- “No, I certainly did *not* rip you off in that town a few years back. Must have been a different show, mate.”
- This hunter was chasing a monster when the Show was in town, and thought it might be one of the crew. Was it? How did you resolve things?
- This hunter is an estranged family member. Decide the exact relationship together.
- Something got loose from the Show, a few years back, and this hunter ended up helping you secure it again. Tell them what got loose, then ask how they ended up hunting it too.
- A fortune teller told you this hunter is part of your destiny. Ask what the rest of the fortune said.
- This weird old person pointed this hunter out to you when you were in a bad spot. Ask them why they helped you get back on track.



**LUCK**

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay       Doomed

**Spooktacular special:** When you spend a point of Luck, you're going to run into someone you met at the Show. Could be good, could be bad, who knows?

**HARM**

When you reach 4 or more, mark unstable.

Okay    |    Dying

Unstable:  (*Unstable injuries will worsen as time passes*)

**LEVELING UP**

*Experience:*

Whenever you roll and get a total of 6 or less, or when 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 following list:

**IMPROVEMENTS**

- |   |  |
|---|--|
| <input type="checkbox"/> Get +1 Charm, max +3 | <input type="checkbox"/> Gain an ally              |
| <input type="checkbox"/> Get +1 Cool, max +2  | <input type="checkbox"/> Take another Show option. |
| <input type="checkbox"/> Get +1 Sharp, max +2 | <input type="checkbox"/> Take a move from          |
| <input type="checkbox"/> Get +1 Weird, max +3 | another playbook.                                  |
| <input type="checkbox"/> Take another Spook-  | <input type="checkbox"/> Take a move from          |
| tacular move                                  | another playbook                                   |
| <input type="checkbox"/> Take another Spook-  |  |
| tacular move                                  |  |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

**ADVANCED IMPROVEMENTS**

- Get +1 to any rating, max +3
- Change this hunter to a new type
- Create a second hunter to play as well as this one
- Mark two of the basic moves as advanced
- Mark another two of the basic moves as advanced
- Retire this hunter to safety
- Get back one used Luck point
- Get your own traveling show. Maybe you take over your old one, maybe you start anew

## SOME ADVICE WHEN PLAYING THE SPOOKTACULAR

### YOU'RE A HUNTER, NOT A FIGHTER

Your strengths are dealing with people and some very specific magic.

Look for opportunities to talk with folks: uncover their secrets, give them prizes, make deals, trick them, and confuse them. What you discover will help the team get to the bottom of mysteries.

Your weakness is fighting—you're not really set up to do that at all. When things get dangerous, you can create distractions to help the other hunters. If that's not enough, you may need to run away.

### WORK THE SHOW INTO THE STORY

Figure out your relationship with the Show when you create your hunter. The most important thing is whether you still work there and have to fit in monster hunting around your duties.

If you still work the Show, you can suggest that the hunters are too. It's a good cover for monster hunters, and gives everyone the chance to add some of that circus style to their hunters. Come up with some of the other important people in the show as a group. More personalities will add a lot to the relationship between the hunters and the Show.

If it's just you working the Show, figure out how you reconcile monster hunting and your regular duties, just like any hunter with other responsibilities.

Another option is that you left the Show (willingly or not). Is there a story there? Figure out what happened, and let the Keeper know. Particularly important are whether you left friends or enemies, how Show management think of you, and the state of the Show now.

Or perhaps you have your own idea instead? What is it?

Now all that's left is to get out there. On with the show!

# THE SPOOKY

*I can do things, things that normal people can't. But there's a price—I haven't paid it in full, yet, but the bill's gonna come due soon. It's best I don't tell you any more. You get too close, you'll get hurt.*

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

**LOOK, PICK ONE FROM EACH LIST:**

- Kid, teen, adult, old, \_\_\_\_\_.
- Burning eyes, dark eyes, pained eyes, blank eyes, unblinking eyes, piercing eyes, shadowed eyes, creepy eyes, \_\_\_\_\_ eyes.
- Ratty clothes, casual clothes, goth clothes, neat clothes, nerdy clothes, \_\_\_\_\_ clothes.



**RATINGS, PICK ONE LINE:**

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

**MOVES**

You get all the basic moves, plus pick three Spooky moves:

- Telepathy:** You can read people's thoughts and put words in their mind. This can allow you to **investigate a mystery** or **read a bad situation** without needing to actually talk. You can also **manipulate someone** without speaking. You still roll moves as normal, except people will not expect the weirdness of your mental communication.
- Hex:** When you cast a spell (with **use magic**), as well as the normal effects, you may pick from the following:
  - The target contracts a disease.
  - The target immediately suffers harm (2-harm magic ignore-armour).
  - The target breaks something precious or important.
- The Sight:** You can see the invisible, especially spirits and magical influences. You may communicate with (maybe even make deals with) the spirits you see, and they give you more opportunities to spot clues when you **investigate a mystery**.
- Premonitions:** At the start of each mystery, roll +Weird. On a 10+, you get a detailed vision of something bad that is yet to happen. You take +1 forward to prevent it coming true, and mark experience if you stop it. On a 7-9+ you get clouded images of something bad that is yet to happen: mark experience if you stop it. On a miss, you get a vision of something bad happening to you and the Keeper holds 3, to be spent one-for-one as penalties to rolls you make.
- Hunches:** When something bad is happening (or just about to happen) somewhere that you aren't, roll +Sharp. On a 10+ you knew where you needed to go, just in time to get there. On a 7-9, you get there late—in time to intervene, but not prevent it altogether. On a miss, you get there just in time to be in trouble yourself.

- Tune In:** You can attune your mind to a monster or minion. Roll +Weird. On a 10+, hold 3. On a 7-9, hold 1. On a miss, the monster becomes aware of you. Spend one hold to ask the Keeper one of the following questions, and gain +1 ongoing while acting on the answers:
- *Where is the creature right now?*
  - *What is it planning to do right now?*
  - *Who is it going to attack next?*
  - *Who does it regard as the biggest threat?*
  - *How can I attract its attention?*
- The Big Whammy:** You can use your powers to kick some ass: roll +Weird instead of +Tough. The attack has 2-harm close obvious ignore-armour. On a miss, you'll get a magical backlash.
- Jinx:** You can encourage coincidences to occur, the way you want. When you jinx a target, roll +Weird. On a 10+ hold 2 and on a 7-9 hold 1. On a miss, the Keeper holds 2 over you to be used in the same way. Spend your hold to:
- Interfere with a hunter, giving them -1 forward.
  - Help a hunter, giving them +1 forward, by interfering with their enemy.
  - Interfere with what a monster, minion, or bystander is trying to do.
  - Inflict 1-harm on the target due to an accident.
  - The target finds something you left for them.
  - The target loses something that you will soon find.

### THE DARK SIDE

Your powers have an unsavory source, and sometimes you get tempted to do things you shouldn't. These could be orders from whatever granted your power, or urges that bubble up from your subconscious. Something like that. Whatever it is, it's unsettling.

*Pick three tags for your dark side:*

- |                                       |   |   |
|---------------------------------------|---|---|
| <input type="checkbox"/> Violence     | <input type="checkbox"/> Soulless         | <input type="checkbox"/> Poor impulse   |
| <input type="checkbox"/> Depression   | <input type="checkbox"/> Addiction        | control                                 |
| <input type="checkbox"/> Secrets      | <input type="checkbox"/> Mood swings      | <input type="checkbox"/> Hallucinations |
| <input type="checkbox"/> Lust         | <input type="checkbox"/> Rage             | <input type="checkbox"/> Pain           |
| <input type="checkbox"/> Dark bargain | <input type="checkbox"/> Self-destruction | <input type="checkbox"/> Paranoia       |
| <input type="checkbox"/> Guilt        | <input type="checkbox"/> Greed for power  |   |

The Keeper can ask you to do nasty things (in accordance with the tags), when your powers need you to. If you do whatever is asked, mark experience. If you don't do it, then your powers are unavailable until the end of the mystery (or until you cave). As you mark off Luck boxes, these requests will get bigger and nastier.

**GEAR**

You get two normal weapons and any magical items or amulets that you use to invoke your powers.

Normal weapons (pick two):

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- Hunting rifle (2-harm far loud)
- Shotgun (3-harm close messy)
- Big knife (1-harm hand)

**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 Spooky by name and look, and tell the group what they know about you.

**HISTORY**

Go around the group again. On your turn, pick one of these for each hunter:

- They taught you to control your powers, to the extent that you can control them at all.
  - You are blood-kin. Decide together exactly what.
  - You are married, or romantically involved. Decide between you the exact relationship.
  - You're old friends, and trust each other completely.
  - You used your powers on them one time. Decide if it was for selfish reasons or not, and tell them if they found out about it.
  - You've known each other some time, but since your powers manifested, you keep them at a distance emotionally.
  - You hope they can help you control your powers.
  - They saw you use your powers for selfish or vindictive reasons.
- Ask them who the victim was, and 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 0-harm, no matter how bad it was. If all your Luck boxes get filled, you've run out of good luck.

Okay        Doomed

**Spooky special:** As you mark off Luck boxes, your dark side's needs will get nastier.

**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 and get a total of 6 or less, or when 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 following list:

**IMPROVEMENTS**

- Get +1 Weird, max +3
- Get +1 Charm, max +2
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Take another Spooky move
- Take another Spooky move
- Change some, or all, your dark side tags
- Get a mystical library, like the Expert’s haven option
- Take a move from another playbook
- Take a move from another playbook

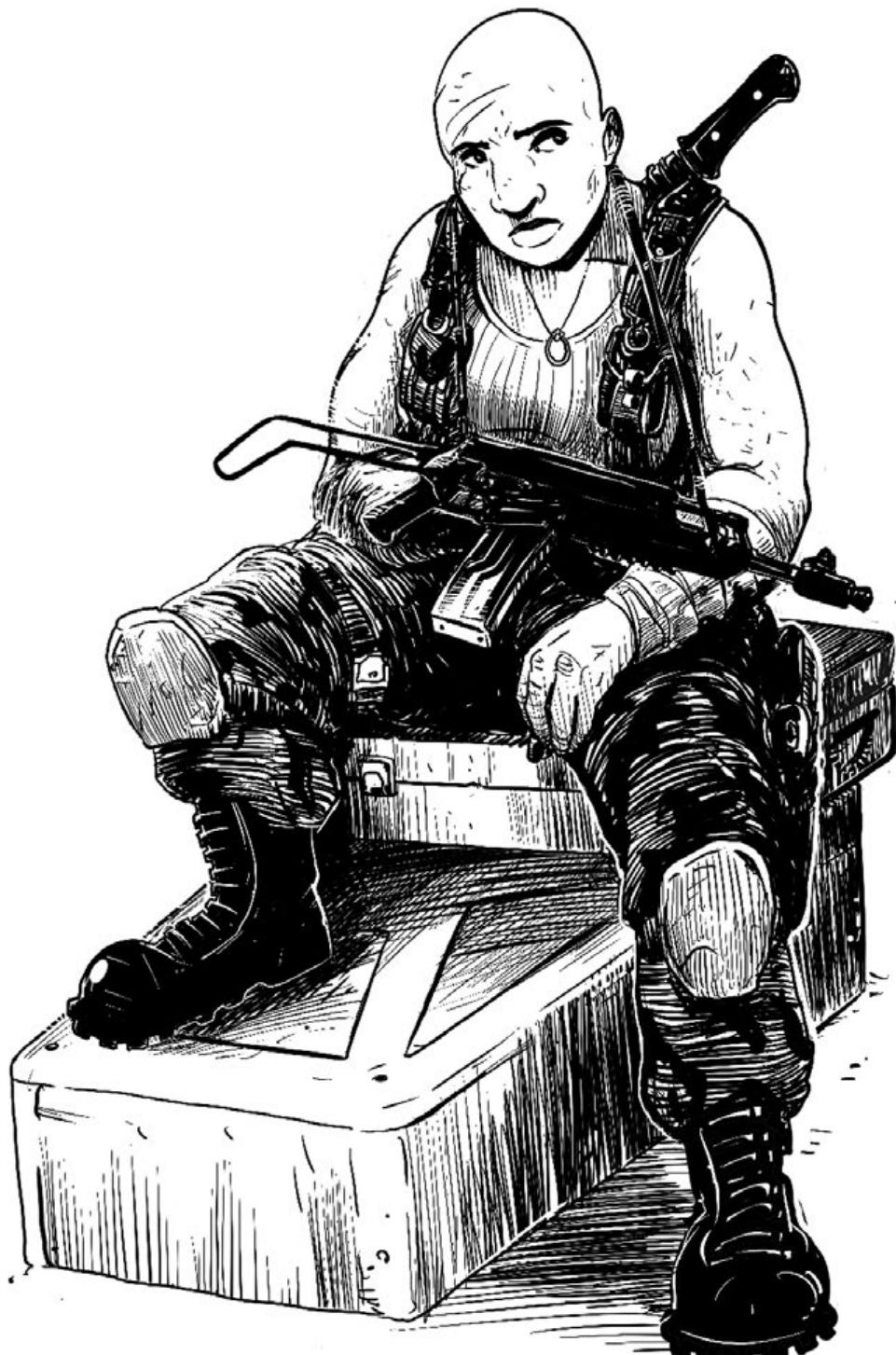
After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They’re below.

**ADVANCED IMPROVEMENTS**

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- You discover how to use your powers at a lower price. Delete one dark side tag permanently.
- Get back one used Luck point.

# THE WRONGED

*They took my loved ones. Back then I wasn't strong enough to fight, but I studied, trained, and now I'm ready to cleanse the world of their taint. I'll kill them all. That's all I have left.*



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

**LOOK, PICK ONE FROM EACH LIST:**

- Sad eyes, icy eyes, angry eyes, untouchable eyes, emotionless eyes, hurt eyes, harrowed eyes, \_\_\_\_\_ eyes.
- Nondescript clothes, ragged clothes, casual clothes, hunting gear, army surplus gear, old clothes, \_\_\_\_\_ clothes.

**RATINGS, PICK ONE LINE:**

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

**WHO YOU LOST**

Who did you lose? Pick one or more of:

- Your parent(s): \_\_\_\_\_  
 Your sibling(s): \_\_\_\_\_  
 Your spouse/partner: \_\_\_\_\_  
 Your child(ren): \_\_\_\_\_  
 Your best friend(s): \_\_\_\_\_

**WHAT DID IT?**

With the Keeper's agreement, pick the monster breed.

My prey: \_\_\_\_\_

Why couldn't you save them? You were (pick one or more):

- |                                   |                                    |
|-----------------------------------|------------------------------------|
| <input type="checkbox"/> at fault | <input type="checkbox"/> slow      |
| <input type="checkbox"/> selfish  | <input type="checkbox"/> scared    |
| <input type="checkbox"/> injured  | <input type="checkbox"/> in denial |
| <input type="checkbox"/> weak     | <input type="checkbox"/> complicit |

**MOVES**

You get all the basic moves plus three Wronged moves. You get this one:

- I Know My Prey:** You get +1 ongoing when knowingly investigating, pursuing or fighting the breed of monster that caused your loss.

Then pick two of these:

- Berserk:** No matter how much harm you take, you can always keep going until the current fight is over. During a fight, the Keeper may not use harm moves on you and you cannot die. When the fight ends, all harm takes effect as normal.
- NEVER AGAIN:** In combat, you may choose to **protect someone** without rolling, as if you had rolled a 10+, but you may not choose to “suffer little harm.”
- What Does Not Kill Me...:** If you have suffered harm in a fight, you gain +1 ongoing until the fight is over.
- Fervor:** When you **manipulate someone**, roll +Tough instead of +Charm.
- Safety First:** You have jury-rigged extra protection into your gear, giving you +1 armour (maximum 2-armour).
- DIY Surgery:** When you **do quick and dirty first aid on someone** (including yourself), roll +Cool. On a 10+ it's all good, it counts as normal first aid, plus stabilize the injury and heal 1 harm. On a 7-9 it counts as normal first aid, plus one of these, your choice:
  - Stabilise the injury but the patient takes -1 forward.
  - Heal 1-harm and stabilise for now, but it will return as 2-harm and become unstable again later.
  - Heal 1-harm and stabilise but the patient takes -1 ongoing until it's fixed properly.
- Tools Matter:** With your signature weapon (see your gear, below), you get +1 to **kick some ass**.

**GEAR**

Pick one signature weapon and two practical weapons.

You have protective wear, suited to your look, worth 1-armour.

If you want, you may take a classic car, classic motorcycle, plain pickup, or plain van.

Signature Weapons, pick one:

- Sawn-off shotgun (3-harm hand/close messy loud reload)
- Hand cannon (3-harm close loud)
- Fighting knife (2-harm hand quiet)
- Huge sword or huge axe (3-harm hand messy heavy)
- Specialist weapons for destroying your foes (e.g. wooden stakes and mallet for vampires, silver dagger for werewolves, etc.). 4-harm against the specific creatures it targets, 1-harm otherwise, and other tags by agreement with the Keeper.
- Enchanted dagger (2-harm hand magic)
- Chainsaw (3-harm hand messy unreliable loud heavy)

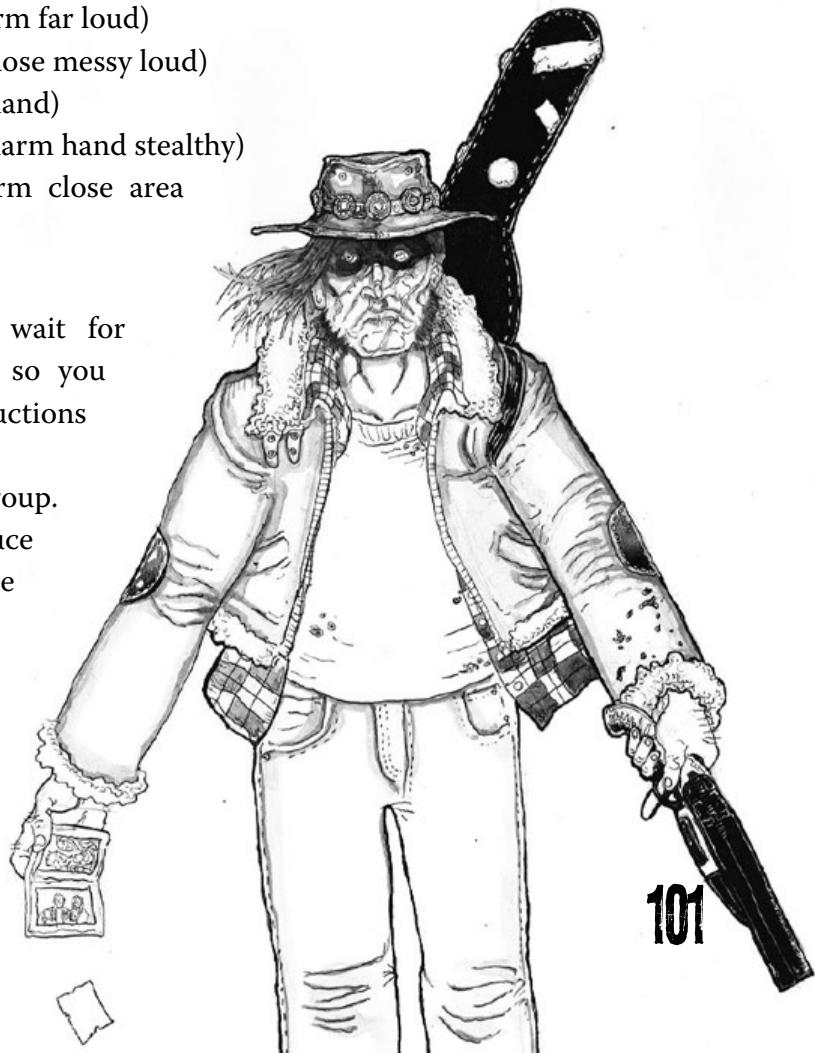
Practical weapons, pick two:

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- Hunting rifle (2-harm far loud)
- Shotgun (3-harm close messy loud)
- Big knife (1-harm hand)
- Brass knuckles (1-harm hand stealthy)
- Assault rifle (3-harm close area  
loud reload)

**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 Wronged 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:

- They helped you at a critical point in your quest for revenge. Tell them what you needed help with.
- They stood between you and what you needed to find out. Ask them why.
- They also lost a friend or relative to these monsters. Ask them who it was.
- Relations, close or distant. Tell them exactly what.
- You saved their life, back when they were a pathetic newbie hunter. Ask them what you saved them from.
- You respect their hard-earned knowledge, and often come to them for advice.
- They showed you the ropes when you were learning how to fight.
- They saw you absolutely lose it and go berserk. Tell them what the situation was, and ask them how much collateral damage you caused.

## 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 0-harm, no matter how bad it was. If your Luck boxes all get filled, you've run out of good luck.

Okay        Doomed

**Wronged Special:** When you spend a Luck, you find a dangerous lead on your prey. Maybe they know you're coming, or they set up the lead in order to lure you in.

## 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 and get a total of 6 or less, or when 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 following list:

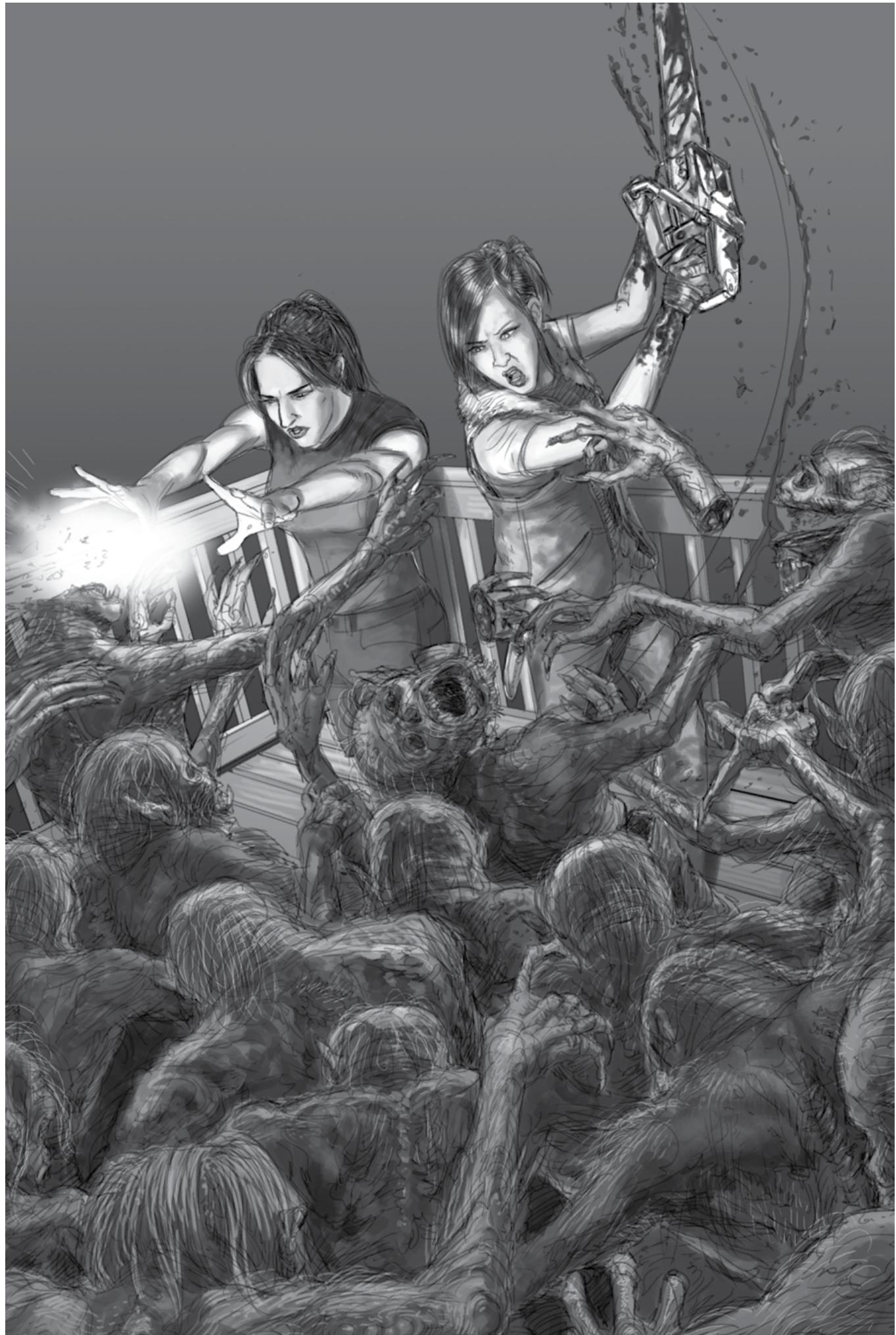
### IMPROVEMENTS

- Get +1 Tough, max +3
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Get +1 Weird, max +2
- Take another Wronged move
- Gain a haven, like the Expert has, with two options
- Add one more option to your haven
- Take a move from another playbook
- Take a move from another playbook

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

### ADVANCED IMPROVEMENTS

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- You track down the specific monster(s) responsible for your loss.  
The Keeper must make the next mystery about them.
- Change the target of your vengeful rage. Pick a new monster breed: **I know my prey** now applies to them instead.
- Get back one used Luck point.





# GET READY FOR ACTION

Once you've picked your hunter playbook, work through it to create your hunter, making the choices your playbook gives you.

The Keeper will guide you through the process, and can answer any questions you have.

# INTRODUCTIONS

When you've all reached the "Introductions" section, you'll take turns introducing your hunter to the others. Describe how your hunter looks, and the main things the team would know about you. What are you good at? What drives you? What personality traits stand out? The Keeper or the other hunters might have some questions for you too. Answer them as appropriate.



# HISTORY

When everyone has introduced their hunters, you'll each take another turn, this time picking "History." That's the significant shared memories, or relationships, between the hunters. Each playbook has a list to choose from.

Select one of the hunter players to start. This starting player picks a history option from the list for each other hunter in the group. Many of these options require some additional detail. Sometimes the history choice will tell you who decides on the detail. If not, just work it out between you. The Keeper or the other hunters might ask questions here as well. Answer these, too.

If there's an option that you'd like to assign but it's not clear which hunter would fit it best, ask the group if anyone wants to volunteer. It's okay if you can't decide which option to assign to a hunter. Pass the turn to the next player and choose your remaining options after you've learned more.

At each other hunter's turn, they'll pick a history option for you, so in the end each pair of hunters will have two history choices defining their backstory. This gives you a good opportunity to figure out which of your history options might fit with them—and which ones might complicate your relationship.

Take a few moments to work out what the history choices imply about how and why the team came to work together. Tie this in to your team concept, or use it to build a team concept if you didn't pick one already.

## GET STARTED

The Keeper will have prepared a mystery for you to investigate, and will start by telling you what clues drew you in.

## MOVES FOR THE BEGINNING OF THE MYSTERY

If you have a move that is triggered at the beginning of a mystery, you should make it now.

The Chosen and Initiate have moves they always make at this point.

The Divine, Expert, Flake, and Spooky all have moves that can take place now. If you picked one of those moves, make it now (if it's mandatory) or decide if you want to (if it's optional).

# HOW TO PLAY

This is what you do when you are playing your hunter.

## HUNTER AGENDA

When you're playing your hunter:

- Act like you're the hero in this story (because you are).
- Make your own destiny.
- Find the damn monsters and stop them.
- Play your hunter like they're a real person.

Think like your hunter would think. Do what your hunter would do. Remember that you're a badass: extremely dangerous, and good at what you do.

When you get into a fight, you might take a lot of harm, but hunters are lucky and heal quickly. Use Luck to avoid harm if you need to. Alternatively, you can hold on until the end of the fight and then take a break to rest up and heal. For the full harm and healing rules see page 122.

You need to work out what's behind each situation. Then work out how to find it and what its weaknesses are. Then kill it.

## THE GAME IS A CONVERSATION

This is an improvisational game in which you create a story together.

The story emerges from a conversation between the players, with the Keeper describing the initial situation and the rest of the players describing what their hunters do in response.

This leads into an ongoing back-and-forth between the Keeper and hunters. The Keeper will ask you questions and describe how the inhabitants of the game's world react, based on your answers.

The Keeper will also present you with situations and crises to do with the monster you're hunting and its potential victims. These require new decisions from you about what happens next: you'll describe what your hunter does, and make moves when they're called for. Each of your decisions and actions will lead to new situations.

When deciding how to react, think like your hunter and keep your agenda in mind.

# MOVES

Hunters make moves to find the monster, and to defeat it. Moves are moments of danger and uncertainty. You never know quite how they'll turn out.

Your hunter's moves cover all the things you can do where the game's rules get involved in the story.

Most of the time, you'll be describing what your hunter says, where they go, or what they do without activating a move. That goes for everything that a normal person could do, in situations where failure would not be interesting and where there's no particular danger.

In circumstances where a normal person couldn't do what you want to do, or the drama of the story requires it, or it's dangerous, that's when the moves come in and control how well you do.

Here are some examples:

*Archer is checking out the site of a monster attack. There's blood and guts all over the place, and police have walked in and out of the area. Archer starts trying to track where the monster went after the attack. When she makes the **investigate a mystery** move, what does she discover?*

*Chris realises that a ghul is sneaking up on him, so he gets out his sawn-off shotgun and blasts it in the face as it leaps for him. Does Chris get hurt? He makes the **kick some ass** move to find out how bad his injuries are and what happens to the ghul.*

*A roof-beam comes down on Ted as a giant spider smashes through the wall and scampers to freedom. Ted's partner, Rainer, grabs a chair and tries to wedge the beam so there's room for Ted to escape. Does she succeed? How badly is Ted hurt? Is he trapped? She needs to make the **act under pressure** move to find out.*



## YOU HAVE TO MAKE THE MOVE

A key element of the use of moves is “You have to make the move.”

This means that if you want to (for instance) **manipulate someone** in the game, you need to describe your hunter doing that. How do you ask? What do you offer, to make them do what you want? Why would they believe your offer is genuine?

*For example:*

*Alan, the Keeper: “The flayed one is racing you to the car, and it looks like it’s going to get to you before you can close the door. So Mark, what do you do now?”*

*Mary, playing her hunter Mark: “I kick some ass!”*

*Alan: “What are you doing?”*

*Mary: “I’m going to smash it out the way with my baseball bat so I can get in the car.”*

*Alan: “That sounds like you’re not really getting into a fight: what’s most important? Killing the flayed one or getting to the car?”*

*Mary: “Oh, yeah, killing it I guess. I’ll stop running and just start smashing it on the head.”*

*Alan: “Sure. The flayed one brandishes its skinning knife as it grabs you. It screams, ‘You will become one of us now, hunter!’ Now roll **kick ass**. ”*

It works the other way too—if you are describing what you are doing, someone might notice that you are making one of the moves. In that case, go ahead and roll the dice to see what happens.

*For example:*

*Alan: “Okay, you get to the place the body was found. You can still see some bloodstains on the concrete, and there’s some scratches there that might be related to the attack.”*

*Mary: “I want to carefully check the bloodstains, to work out how she was killed. Like is it a blood spray from a torn throat or did she bleed out slowly from a wound or what?”*

*Alan: “That sounds like you’re **investigating a mystery**. Why don’t you roll?”*

Sometimes the Keeper will ask you questions to clarify what’s going on. That’s cool; for the game to work, everyone needs to clearly understand what’s happening, so make sure your answer in as much detail as you can.

## ROLLING THE DICE

Often the rules for a move will tell you to roll, say, +Cool. This means you should grab two everyday six-sided dice, roll them, add them together and then add whatever number is written down for your hunter's Cool.

If it says something else instead of Cool (usually another rating), then add that number instead. So, if you are told to roll +Weird, roll two dice and add your Weird rating. If you are told to roll +Tough, roll two dice and add your Tough rating. If you have a negative rating, like -1, then you subtract one from your total instead.

The move description will say what the different results mean. Usually, 7 or higher is good, and 10 or higher is really good. A result of 6 or lower is a miss, which means the Keeper will have an opportunity to screw your hunter over.

*Example:*

*I need to roll "manipulate someone." That's a +Charm roll, and my Charm is +1. I roll the dice and get a 2 and a 5. My total is  $1 + 2 + 5 = 8$ . That's a partial success for **manipulate someone**.*

## BONUSES AND HOLDS

Sometimes a move will give you a bonus to future dice rolls: you get to take the bonus "forward" or "ongoing." Sometimes a move will give you a "hold."

### FORWARD

If you get +1 forward, you get +1 on your very next roll only.

*For example:*

*Another hunter can give you a bonus of +1 forward as the result of a move. The next thing that happens is that you charge in to attack a monster. You get +1 on your **kick some ass** roll. If you had decided to **use magic** instead, to cast a protection spell, then you would have gained the +1 on that roll. Once you have used the bonus, it's gone.*

## ONGOING

If you get +1 ongoing, you get +1 to every roll you make until the situation no longer applies.

*For example:*

*If you read a bad situation, you might be awarded +1 ongoing while using an escape route you spotted. You get +1 on all rolls while escaping via that route, but nothing more once you have escaped. You also get no bonus if you don't try to escape via the way you spotted.*

## HOLD

When you get a hold, you'll get a number of points. Each point can be spent one-for-one to get a specific effect. The move will list the effects you can spend your hold on.

*For example, you are interviewing the witnesses to a monster attack and you make an investigate a mystery roll. Your result gives you 2 hold. You can spend your hold to ask the Keeper questions from the list in the investigate a mystery move.*

*You ask a witness, "Did you see where the attacker went?" and spend one hold. ("Where did it go?" is one of the questions.)*

*The Keeper says (as Mrs Henderson, the witness), "It scurried over there, and pulled up that grating and went into the sewers."*

*As the conversation with the witnesses continues, you spend the next hold to ask the Keeper about the monster's powers. "Hey, from all the things they've told me, can I work out any powers?" ("What can it do?" is another question.)*

*The Keeper replies, "The witness descriptions don't agree at all. It must be able to change shape or maybe change memories."*

*Later the last hold goes to ask the Keeper about whether a witness is hiding something. That exhausts your hold, so you don't get any more questions for now.*

# THE BASIC MOVES

I introduced the basic moves earlier: the things every hunter can do to find the monster and kill it. Now that you're about to start, let's go into more detail about what these are.

## ACT UNDER PRESSURE

This covers trying to do something under conditions of particular stress or danger. Examples of acting under pressure are: staying on task while a banshee screams at you; barricading a door before the giant rats catch up; resisting the mental domination of a brain-worm; fighting on when you're badly injured.

When you **act under pressure**, roll +Cool.

- On a 10+ you do what you set out to.
- On a 7-9 the Keeper is going to give you a worse outcome, hard choice, or price to pay.
- On a miss, things go to hell.

## HELP OUT

When you **help another hunter** with a move they are making, roll +Cool.

- On a 10+ your help grants them +1 to their roll.
- On a 7-9 your help grants them +1 to their roll, but you also expose yourself to trouble or danger.
- On a miss, you expose yourself to trouble or danger without helping.

Note that help bonuses do not stack: if two people **help out**, the hunter just gets +1 on their roll.

## INVESTIGATE A MYSTERY

Investigating can be done any number of ways: following tracks, interviewing witnesses, forensic analysis, looking up old folklore in a library, typing the monster's name into Google, capturing the monster and conducting tests on it, and so on. Anything that might give you more information about what's going on is fair game for an investigate move.

When you **investigate a mystery**, roll +Sharp.

- On a 10+ hold 2, and on a 7-9 hold 1.

One hold can be spent to ask the Keeper one of the following questions:

- *What happened here?*
- *What sort of creature is it?*
- *What can it do?*
- *What can hurt it?*
- *Where did it go?*
- *What was it going to do?*
- *What is being concealed here?*

On a miss, you reveal some information to the monster or whoever you are talking to. The Keeper might ask you some questions, which you have to answer.

It's important that your attempts to investigate (and the results you get from them) are plausible and consistent with what's happening. For example, if you're using laboratory equipment to investigate evidence, you probably won't be able to learn anything about the monster's magical origins. The Keeper is obliged to answer truthfully, but not necessarily in full—just what you can work out in your current situation and using your current methods. The Keeper may choose to describe how something you've just discovered relates to something you learned previously.

The Keeper may ask, "How do you find that out?" If you don't have a good answer, choose another question instead.



## KICK SOME ASS

This is used when you are fighting something that's fighting you back.

When you get into a fight and **kick some ass**, roll +Tough.

On any success (i.e., total 7 or more) you and whatever you're fighting inflict harm on each other. The amount of harm is based on the established dangers in the game. That usually means you inflict the harm rating of your weapon and your enemy inflicts their attack's harm rating on you.

You can take seven harm before you die.

If you roll a 10+, choose one extra effect:

- You gain the advantage: take +1 forward, or give +1 forward to another hunter.
- You inflict terrible harm (+1 harm).
- You suffer less harm (-1 harm).
- You force them where you want them.

On a miss, you get your ass kicked instead. You suffer harm or get captured, but don't inflict any harm back.

## MANIPULATE SOMEONE

This move is used when you want someone to do something for you and they don't want to do it. To get them to do what you're asking you'll need a good reason. What counts as a good reason depends on what you are asking for and your relationship with them.

For friends and allies, you might just need to ask. For witnesses to a monster attack, you could tell them you are with the police, or just offer them some cash for answering your questions.

Once you have given them a reason, **tell them what you want them to do** and roll +Charm.

For a normal person:

- If you get 10+, then they'll do it for the reason you gave them. If you asked too much, they'll tell you the minimum it would take for them to do it (or if there's no way they'd do it).
- On a 7-9, they'll do it, but only if you do something for them right now to show that you mean it. If you asked too much, they'll tell you what, if anything, it would take for them to do it.
- On a miss, your approach is completely wrong: you offend or anger the target.

For another hunter:

- On a 10+, if they do what you ask they mark experience and get +1 forward.
- On a 7-9, they mark experience if they do what you ask.
- On a miss, it's up to that hunter to decide how badly you offend or annoy them. They mark experience if they decide *not* to do what you asked.

## MANIPULATING MONSTERS

**Manipulate someone** does not normally work on monsters, even if they can reason and talk. You can try and make a deal with one if you really want, but you don't get to roll to ensure it keeps its side of the bargain. You just have to hope it's an honourable fiend. Good luck with that.

If you take the Monstrous move **dark negotiator** (or any other move that specifically allows it) then you are allowed to manipulate monsters, at least if they can reason and talk. Of course, a monster probably needs a different sort of reason than normal people—quite possibly something you really won't want to do.

Minions may or may not be susceptible to manipulation. It may be possible to manipulate minions who are human, or almost human; those that are incapable of understanding or reason cannot be manipulated.

## PROTECT SOMEONE

If someone is about to suffer harm and you can somehow prevent it, then you can try to protect them.

When you **prevent harm to another character**, roll +Tough.

On any success (i.e., 7 or more), you protect them okay, but you'll suffer some or all of the harm they were going to get.

If you got a 10+ choose an extra:

- You suffer little harm (-1 harm).
- All impending danger is now focused on you.
- You inflict harm on the enemy.
- You hold the enemy back.

On a miss, then you end up making things worse.

## READ A BAD SITUATION

When you look around and **read a bad situation**, roll +Sharp.

On a 10+ hold 3, and on a 7-9, hold 1.

One hold can be spent to ask the Keeper one of the following questions:

- *What's my best way in?*
- *What's my best way out?*
- *Are there any dangers we haven't noticed?*
- *What's the biggest threat?*
- *What's most vulnerable to me?*
- *What's the best way to protect the victims?*

**If you act on the answers**, you get +1 ongoing while the information is relevant. For example, if you ask for the best way into the monster's lair then you'll get +1 while you are infiltrating it. But once you're in, the information doesn't help you any more. The bonus is only applied once on each roll, even if more than one question applies to your course of action.

On a miss, you might mis-read the situation (e.g. "Everything is fine here! It will be totally safe to go investigate alone!"), or you might reveal tactical details to your enemies (which means the Keeper can ask the questions above of you).

## USE MAGIC

When you **use magic**, say what you're trying to achieve and how you do the spell, then roll +Weird.

- If you get a 10+, the magic works without issues: choose your effect.
- On a 7-9, it works imperfectly: choose your effect and a glitch. The Keeper will decide what effect the glitch has.
- On a miss, you lose control of the magic. This never ends well.

By default the magic has one of the effects listed below, lasts for around thirty minutes, and does not expose you to danger, unwanted attention, or side-effects. If there's a glitch that might change.

Effects:

- Inflict harm (1-harm ignore-armour magic obvious).
- Enchant a weapon. It gets +1 harm and +magic.
- Do one thing that is beyond human limitations.
- Bar a place or portal to a specific person or a type of creature.
- Trap a specific person, minion, or monster.
- Banish a spirit or curse from the person, object, or place it inhabits.
- Summon a monster into the world.
- Communicate with something that you do not share a language with.
- Observe another place or time.
- Heal 1-harm from an injury, or cure a disease, or neutralize a poison.

Glitches:

- The effect is weakened.
- The effect is of short duration.
- You take 1-harm ignore-armour.
- The magic draws immediate, unwelcome attention.
- It has a problematic side effect.

The Keeper may require one or more of the following:

- The spell requires weird materials.
- The spell will take 10 seconds, 30 seconds, or 1 minute to cast.
- The spell requires ritual chanting and gestures.
- The spell requires you to draw arcane symbols.
- You need one or two people to help cast the spell.
- You need to refer to a tome of magic for the details.

If you want to do magic that goes beyond these effects, it counts as **big magic**. Big magic uses different rules, described below.

# BIG MAGIC

Sometimes the everyday spells and rituals of the **use magic** basic move aren't enough. **Big magic** covers everything more powerful, such as bringing someone back from the dead or opening a portal to another dimension. Big magic is both more powerful and more dangerous than the basic **use magic**.

Decide what magical effect you want to make happen, and tell the Keeper. They will determine what you must do in order to cast the spell. The options (and the Keeper can pick more than one) are:

- You need to spend a lot of time (days or weeks) researching the magic ritual.
- You need to experiment with the spell—there will be lots of failures before you get it right.
- You need some rare and weird ingredients and supplies.
- The spell will take a long time (hours or days) to cast.
- You need a lot of people (2, 3, 7, 13, or more) to help.
- The spell needs to be cast at a particular place and/or time.
- You need to **use magic** as part of the ritual, perhaps to summon a monster, communicate with something, or bar the portal you opened.
- It will have a specific side-effect or danger.



Once you know the requirements, you need to arrange them. Once you've done that, the magical effect you want will simply happen. You don't need to roll any move for **big magic** itself, but you might need to roll some other moves, as you try to meet the requirements.

Here are some examples of how you can use **big magic**.

*The hunters want to discover where a particular person is, with only a photograph to go on. The Keeper decides this will require three people to take part in the ritual, and that they need a very precise map of the area—the spell will guide a pendulum to the person's location.*

*The hunters are investigating a frogbeast that's been devouring people. After discovering it's from an alien dimension, the hunters propose casting a spell that "detunes" it from our dimension and sends it home (or somewhere else, at least). The Keeper decides this will require a few experiments taking up the afternoon, the spell will take around six hours to cast, it requires them to **use magic** to banish the frogbeast from this dimension, and it will expose them to danger—the frogbeast will feel the spell being cast and know where the force is coming from.*

*One of the hunters on the team has died, and the others want to bring her back to life. The Keeper decides that it will take some weeks of research, the ritual requires her body, it must take place at dawn on the spring solstice in view of the rising sun, they must **use magic** to summon back the dead hunter's soul from Death's realm, and it exposes them to a big danger—Death will be angered by this transgression.*

# FIGHTS

Here are some things to remember when you get down to the slaying.

Don't always go right to rolling dice for **kick some ass**. That move puts you in danger of harm as well as your enemy. If you can find a way to attack *without* putting yourself in danger, then you can inflict harm on the enemy without suffering any yourself (and without needing to succeed on a roll).

Remember you can try to **protect someone** whenever they are threatened with harm. Think about who needs protecting, and where everyone is in relation to each other. If you set things up right, you might even be able to save a teammate from the harm they're going to suffer if they miss a roll.

Remember that you can **help another hunter** to give them +1 on a roll. This can sometimes be the difference between life and death, plus if you help in a fight the Keeper might say you can add the harm from your attack to the attack of the hunter you're helping—so you can take a monster down faster.

## UNARMED ATTACKS AND IMPROVISED WEAPONS

If your hunter has been caught unarmed, and is just fighting with fists and feet, you do 0-harm hand/intimate. You can still hurt things if you have a bonus to harm. That could come from getting a 10+ on a **kick some ass** roll, or a move you have.

If your hunter grabs a random object to use as a weapon, decide between you and your Keeper about how it is rated. Here are some guidelines:

- If it's hardly more dangerous than a punch, 0-harm hand.
- If it's sharp or heavy (kitchen knife, lamp), 1-harm hand.
- If it's really heavy (microwave, bar stool), 2-harm hand heavy.
- If you can throw it, add "close" range.

# HARM

When you take harm, the Keeper will tell you what happened and how many points of harm it was. Mark off that number of boxes on your harm track. There will be an additional effect: the Keeper will tell you what it is.

Injury severity depends on how much harm you have suffered:

- 0-harm wounds have only minor, short term effects.
- 4-7 harm wounds are serious and *unstable*. They will get worse unless treated. Mark the “Unstable” box.
- 8-harm or more will kill a normal human, including a hunter.
- Note that armour reduces the harm suffered by the number of points it is rated for.

There are more details in the Keeper section (page 224).

# MONSTERS AND HARM

Monsters are usually a lot harder to kill than humans. Minions (lesser supernatural creatures) can be as well.

All monsters (and some minions) have *weaknesses*. That means they cannot be killed until you use their weakness against them. How to use a weakness against a monster depends on what the weakness is.

Weaknesses can include:

- Things that can be used as a weapon: e.g. fire, cold iron.
- Specific methods of attack: e.g. a silver weapon, decapitation.
- Something to do: e.g. a magic ritual, a burial procedure.
- A harmful environment: e.g. sunlight, running water.

If you know the monster’s weakness, use it.

If you don’t know its weakness, find out using your moves.

If you don’t use a creature’s weakness, it will come back, even if you win the fight.

## HEALING

A 0-harm wound goes away right after you get it. It can cause a momentary problem, but after that it is purely cosmetic.

Moderate wounds (1-3 harm) will improve when your hunter has a chance to rest up (e.g. a decent night's sleep), or get some first aid treatment. This reduces an injury by 1-harm.

First aid does not normally require a move, it's just regular practice. Hunter moves that provide healing may be used in addition to first aid. You can only benefit from first aid once per injury or condition.

Serious wounds (4+ harm) require treatment. They are normally unstable, meaning that they will worsen if untreated (the Keeper will tell you when to mark off another point of harm). Left too long, serious wounds will kill you. If a move tells you that the injury is now stable, you can erase the mark in the unstable box. If you take more harm and are still at 4-harm or more, then your injuries become unstable again. For serious wounds, first aid heals one harm but it will still be unstable.

What counts as treatment depends on the wound, but it will usually be one of the following:

- A hunter's healing move.
- Time in an infirmary in someone's haven.
- A visit to a doctor or emergency room.
- A magic spell.

Healing moves will mention how many harm they heal.

## HEALING BETWEEN MYSTERIES

After a mystery is concluded, but before the next one, all the injured hunters will get some healing.

If there was a while to rest between mysteries, then heal all your harm.

If there was no time to rest between mysteries, then heal 1-harm.

## RESURRECTION

If someone wants to bring a slain hunter (or someone else) back from the dead, this requires **big magic**. But there's an extra step for this particular case.

**When you return to life**, roll -Weird (so subtract three if you have +3 Weird, add one for -1 Weird, etc.). The weirder you are, the weirder it is when you come back from the dead.

On a 10+, you have changed a little. Mark experience and pick any one of the options below (for 7-9 or miss results).

On a 7-9, choose one of these:

- You come back a little bit broken (memory loss, stressed, disconnected).
- You come back a little different. Add 1 to one rating (max +3) and subtract 1 from another (min -2).
- You come back very different. Change to a new playbook, just as if you took that advanced improvement (see page 133).
- Your revival satisfies an ancient prophecy.
- Something comes back with you (e.g. a possessing spirit, a slain monster is revived, an ancient evil is released), but it's not a pressing danger.
- You, or the one who brought you back, owes a favour to a powerful spirit, monster, or demon.

On a miss, choose one of these:

- You come back broken (soulless, insane, depressive).
- You come back disabled. Take -1 to a rating (to -2, at worst).
- Your revival satisfies an ancient, dark, and terrible prophecy.
- Something comes back with you (e.g. a possessing spirit, a slain monster is revived, an ancient evil is released). It is an immediate and pressing danger.
- You, or the one who brought you back, owes a huge debt (soul, firstborn, ten years of servitude, etc.) to a powerful spirit, monster, or demon.



## THE LUCK COUNTER

Every hunter has a certain amount of Luck they can call on in emergencies.

When you mark off a point of Luck, you can choose one of the following lucky breaks:

- Decrease a wound you just suffered to 0-harm.
- After you roll, retroactively change the result to a 12.

Your playbook has a Luck counter that keeps track of how much is left. You only get a limited supply. Make it count.

## WHEN YOU RUN OUT OF LUCK

When you have marked off all your Luck, the Keeper is allowed to hit you with more bad stuff. Fate will be looking for some payback.

If your playbook includes fate-related stuff (such as the Chosen's fate or the Spooky's dark side), running out of Luck means all that bad stuff is going to start happening.

# GEAR

Here are the rules for gear, vehicles, teams, allies, havens and all that.

## GETTING NEW GEAR

If you want to get something that you could just buy, just buy it.

You can also get new gear when you take certain improvements.

If you want something that you couldn't just buy (like a flamethrower, or a magical artifact), or something you don't have the resources to get, then you need to do something special (like call in a favour, or steal it). Tell the Keeper what you're doing, and play through the acquisition attempt to see how well it works.

The same thing can apply if you want an ally, a team under your command, or something else hard to arrange (like an Expert's haven).

If you do everything necessary to get the new gear, well, then you get it (even without using an improvement or anything like that).

## WEAPONS

All weapons have some “tags” (i.e. lists of descriptions) that describe how they work. All weapons have a harm and range tag, that let you know how much harm an injury from it causes, and how far away the target can be.

*For example: Power drill (2-harm hand loud messy)*

*“2-harm” “hand,” “loud,” and “messy” are the tags. “2-harm” is the harm tag, “hand” is the range tag, and “loud” and “messy” are descriptive tags.*

Here's what the tags mean:

- **1-harm, 2-harm, 3-harm**, etc: This is how much harm the attack inflicts.
- **area**: Can hit multiple foes. You may divide the harm you inflict among multiple targets.
- **balanced**: Easy to wield and keep your grip on.
- **barrier**: Does harm to anything that passes through. Counts as armour against any attacks that pass through it.

- **close:** Effective at fairly close quarters—outside arms' reach, but not too far.
- **far:** Effective at long range.
- **fire:** Sets things on fire.
- **forceful:** Pushes things around, allowing you to “force them where you want them” in addition to normal attack effects.
- **hand:** Effective within arms' reach.
- **life-drain:** Transfers life energy: the wielder is healed for as many points of harm as were inflicted. E.g. if you inflict 2-harm, then you heal 2-harm from your injuries.
- **heavy:** This weapon is heavy and difficult to wield.
- **holy:** This will be more effective against monsters with a weakness to holy items.
- **ignore-armour:** Ignores protective armour. Armour has no effect on this harm. If armour has the magic tag, then the attack needs both ignore-armour and magic to bypass the armour.
- **innocuous:** Doesn't draw suspicion.
- **intimate:** Effective at the closest of quarters—with the embrace of your foe.
- **loud:** Loud enough that it draws attention.
- **magic:** Enchanted, and so can affect certain creatures and armours that are proof against normal weapons.
- **many:** These weapons are small enough you can carry a large number of them.
- **[a material]:** This weapon is made from the named material, and is thus useful against monsters with that weakness.
- **messy:** Spreads a lot of blood and gore around.
- **quick:** Fast to prepare and attack with, giving you a better chance of going first.
- **reload:** This weapon has limited ammunition, and may run out and need to be reloaded.
- **restraining:** A successful attack entangles or grabs the victim.
- **slow:** This weapon is slow to prepare and attack with.
- **small:** This weapon is tiny and easy to conceal.
- **unreliable:** This weapon needs regular cleaning and maintenance, otherwise it just isn't gonna work.
- **useful:** This weapon has other uses aside from violence.
- **valuable:** This weapon is antique, or made of valuable materials.
- **volatile:** This weapon is dangerous and unstable.

## CUSTOM WEAPONS

If your hunter (or your foes) get a new weapon that needs tags, you can define your own. Think about the way the weapon is used and what effects it will have, then write down tags in accordance with that.

Every weapon must have a harm and range tag. There's no upper limit on the harm rating, but 4 or more is unusually destructive. Use the existing weapons in the hunter playbooks and the following table as a guide. Permitted range tags are intimate, hand, close, and far. Other tags are optional.

- If it's hardly more dangerous than a punch, 0-harm hand.
- If it's sharp or heavy, 1-harm hand.
- If it's dangerous, 2-harm hand heavy.
- If it's a weapon designed to kill, 3-harm.
- If it's overkill for a person, 4-harm.
- If you can throw it, add +close.

For example, a hunter decides they want a super-soaker type water gun for a monster that has "water" as a weakness. It needs a "liquid" tag (not "water," because you could fill it with something else too), so write it: water gun (0-harm close liquid).

## ARMOUR

Armour reduces the harm suffered by the wearer, by the number of points that it is rated for. For example, if you are wearing a leather jacket worth 1-armour, and a sewer mutant claws your arm for 3-harm, you only suffer a 2-harm injury.

1-armour includes heavy leather jackets, motorcycle armour, bulletproof or stab-proof vests and other light but significant protection.

2-armour includes military body armour, police riot gear, mediæval mail, or other seriously bulky and highly effective protective gear.

If armour has the magic tag, then normal weapons that have ignore-armour don't bypass the rating. Only weapons that have magic and ignore-armour will bypass magic armour.

Normally hunters can only get gear worth 1 or 2-armour. Armour worth more than that would be something very rare and special: perhaps ancient magic, or the results of weird science.

## OTHER GEAR

In general your hunter can simply use other gear without needing any extra rules for it.

It's not necessary to define every piece of equipment that comes into play, but if something becomes significant in play then you can define it in more detail so that everyone's on the same page. This can be done via gear tags and custom gear moves.

## GEAR TAGS

Defining tags for a piece of gear gives you a definition of what it can do, and the advantages or disadvantages of using it.

Tags come into play by opening up possibilities for the hunters. For example, night-vision goggles (tag: see in the dark) allow you to follow a creature's tracks even when it's dark.

## CUSTOM GEAR MOVES

If tags aren't quite enough, you can also define a custom move for gear. Custom moves are dealt with in detail on page 308, but the basic idea is simple: just define when the gear works, and what it does for the user.

For example, if you get a sports car, you could define a custom move to represent its speed and performance. E.g. "When you **flee or pursue in a sports car**, you get +1 ongoing."



# LEVELING UP

You get an experience point whenever your roll totals six or less, or when a move tells you to. Mark your next experience box.

Whenever you mark the fifth experience box on your playbook, you **level up**. Erase all five marks and choose an improvement from the list in your playbook. Mark the improvements off as you take them: each can only be selected once.

Then you start collecting experience marks again, until you level up again when you get another five experience points.

When you have leveled up five times, you can start choosing from the advanced improvements list as well (page 132).

## END OF SESSION EXPERIENCE

At the end of each session, the Keeper will ask the following questions:

- Did we conclude the current mystery?
- Did we save someone from certain death (or worse)?
- Did we learn something new and important about the world?
- Did we learn something new and important about one of the hunters?

If you get one or two “Yes” answers, each hunter marks one experience. If you get three or four, each hunter marks two.

## IMPROVEMENTS

There are ten types of improvement. Here are the details:

### GET +1 TO A RATING (MAX +X)

Permanently raise the specified rating. The maximum is a limit: you can only raise the rating to the listed maximum, and no further. If your rating is already at (or above) the listed maximum, then don’t select this improvement.

*For example, your hunter has Tough=0 and you select an improvement: “+1 Tough (maximum +3).” Increase your Tough rating to Tough +1.*

### TAKE ANOTHER MOVE FROM YOUR PLAYBOOK

Select another one of the moves from your playbook.

**TAKE A MOVE FROM ANOTHER PLAYBOOK**

Select a move from any other playbook that's available in your game (whether it's currently in use or not).

This improvement requires a little care. It won't always make sense to take certain moves (especially supernatural ones). Make sure that the new move makes sense for your hunter.

**GAIN AN ALLY/GAIN A TEAM**

You gain a new ally or a friendly team of people to help you out. You might already know the ally/team, or they might be new to the story.

Allies and teams are defined the same way, even though an ally is individual and a team is several people (usually 2-6). The main difference is that for a team, the motivation describes how they act *as a team*, but the individual members can have their own, different, motivation when they do their own thing.

Pick one of the following types (the "motivation" is the guideline for the Keeper about how they act):

- Ally: subordinate (motivation: to follow your exact instructions)
- Ally: lieutenant (motivation: to execute the spirit of your instructions)
- Ally: friend (motivation: to provide emotional support)
- Ally: bodyguard (motivation: to intercept danger)
- Ally: confidante (motivation: to give you advice and perspective)
- Ally: backup (motivation: to stand with you)

If the ally/team members don't have names yet, pick them now. Decide what their background is too, how they look, and any special skills they bring.

**GAIN A HAVEN LIKE THE EXPERT HAS**

You get a haven. When you take this, it will tell you how many options you can pick from the list in the Expert playbook.

Decide how you got the haven, and where it is.

**ADD AN OPTION TO YOUR HAVEN**

Select a new haven option from the list in the Expert playbook. You have added this facility to your haven.

Don't bother taking this improvement if you don't have a haven!

**CROOKED: RECOVER A STASH OF MONEY**

Like it says, you get a big pile of cash to spend. It's a lot, but not unlimited.

**INITIATE: GAIN COMMAND OF YOUR CHAPTER OF THE SECT**

The Initiate can take this. It means they get promoted to be head of their local chapter. This gives the Initiate access to all the Sect's local facilities and command of the chapter's members.

It doesn't mean you can constantly bring people along to help you on your mysteries—you need to take a team under your command for that.

You can still call on resources from the Sect on a case by case basis, using your usual start-of-the-mystery move, but you can ask for bigger things now. Of course, your new superiors also expect more from you.

**MUNDANE: ERASE A LUCK MARK**

Erase a used Luck mark from your sheet. You have bought some time before Fate comes for you.

**PROFESSIONAL: ADD RESOURCE TAG/  
CHANGE RED TAPE TAG**

If you want to add a new resource tag, pick one from the list in the Agency section of your playbook.

If you want to change a red tape tag, erase the one you don't want and put a new one from the list in its place.

Either of these changes may imply the Agency is altering tactics or objectives, so there might be further consequences because of this.

**SPELL-SLINGER: TAKE ANOTHER COMBAT MAGIC PICK**

Pick a new combat magic option, either a new base or a new extra.

**SPOOKY: CHANGE SOME OR ALL  
OF YOUR DARK SIDE TAGS**

Erase the old tags and substitute new ones that you want to change to. You don't get to have any fewer, just change them around.

This implies that you have changed your relationship with your powers in some way.

# ADVANCED IMPROVEMENTS

After a hunter has leveled up five times, they unlock the advanced improvements. That's a list of new improvements you can choose from in addition to the basic improvements. From now on, when you level up choose from either the basic or advanced improvement lists.

Some of the playbooks have special advanced improvements of their own. These are unlocked at the same time (after five level-ups).

### +1 TO ANY RATING (MAX +3)

Just like the normal +1 to a specific rating advance, except you can choose whichever you want. +3 is the maximum for any rating—once you’re there, you can’t improve any further.

### CHANGE YOUR HUNTER TO A NEW TYPE

When you change your type, pick another playbook you wish to change to.

Your ratings and history stay the same.

You may change your name or look, if you want.

For your old moves, check each one and decide (with the Keeper) if it is intrinsic to who you are, or just something you did for a while. If it’s intrinsic, keep that move. If not, erase it.

Then add new moves from your new playbook, as if you were creating a new hunter.

Finally, you may or may not get the new gear, or keep your old gear, depending what makes sense given the circumstances of your change.

### MAKE A SECOND HUNTER

Create a new hunter to join the team. You can play both hunters at once, or maybe take turns, deciding which of them will come along on a mystery on a case-by-case basis.

Make up the new hunter as normal, except for history. Only pick history for the hunters played by different people—don’t tie your own hunters together with history picks.

### RETIRE TO SAFETY

Your hunter retires to a safe place. They no longer actively hunt monsters, and have found a place to live that’s safe from old enemies.

Give your hunter to the Keeper to look after from now on. They are safe from the Keeper’s threats, and never count as a threat themselves. Your retired hunter might, at your and the Keeper’s discretion, count as an ally for the other hunters.

### ERASE ONE USED LUCK MARK

Erase a used Luck mark from your sheet. You have bought some time before Fate comes for you.

### MARK TWO OF YOUR BASIC MOVES AS ADVANCED

This means you get better at the basic moves.

There’s a new result for each advanced move, that applies when you roll a 12 or higher. These 12+ results represent the extraordinary levels of success you can now achieve. See below for details.

## ADVANCED MOVES

If you have advanced a basic move, you gain access to an even better result when you roll a 12 or more for the move.

For **act under pressure**, on a 12+ you rise above the pressure completely. You may choose to either do what you wanted and something extra, or to do what you wanted to absolute perfection (so that people will talk about it for years to come).

For **help out**, on a 12+ you make the difference. The person you are helping acts as if they just rolled a 12 on their move, regardless of what they actually got.

For **kick some ass**, on a 12+ you devastate and overawe your enemy. You inflict and suffer harm as normal, and pick one of these enhanced effects:

- You completely hold the advantage. All hunters involved in the fight get +1 forward.
- You suffer no harm at all.
- Your attack inflicts double the normal harm.
- Your attack drives the enemy away in a rout.

For **protect someone**, on a 12+ you defend them perfectly. Both you and the character you are protecting are unharmed and out of danger. If you were protecting a bystander, they also become your **ally** (pick a type for them as if you had taken the “gain an ally” improvement on leveling up, see page 131).

For **manipulate someone**, on a 12+ you absolutely convince them. They do what you want *right now*. For a hunter, they must **act under pressure** to resist your request. If they do what you ask, they mark one experience and take +1 ongoing while doing what you asked. For a bystander, not only do they do what you want right now, they also become your **ally** (pick a type for them as if you had taken the “gain an ally” improvement on leveling up, see page 131) for the rest of the mystery (or, if you do enough for them, permanently). Note that allies can be lost, too! If they discover you’ve manipulated them into acting against their best interests, your new **ally** may become a threat to you.

For **investigate a mystery**, on a 12+ you may ask the Keeper any question you want about the mystery, not just the listed ones.

For **read a bad situation**, on a 12+ you may ask the Keeper any question you want about the situation, not just the listed ones.

For **use magic**, on a 12+ you are infused with magical power. What you wanted to do happens and the Keeper will offer you some extra benefit on top of that.



## PLAYBOOK-SPECIFIC ADVANCED IMPROVEMENTS

These are only available to the hunters of the type listed. They become available after you have leveled up five times, the same as the usual advanced improvements.

### FOR THE CHOSEN

- Delete one doom tag from your fate, and (optionally) change one heroic tag as well.

### FOR THE DIVINE

- Change your mission. When you choose this, you accept that your initial mission has failed, that it is impossible, or that things have changed too much to continue. Whatever the reason, decide with the Keeper what your new mission is. If none of the original choices are right for you, make up something new.

### FOR THE INITIATE

- Become the leader, or effective leader, of the whole Sect.

This operates similarly to becoming the leader of your chapter. You are now in charge of everything. You don't have superiors any more (except maybe divine ones), but you'll still have to manage the factions within the Sect to get things done.

**FOR THE MONSTROUS**

- You have freed yourself from the curse of your kind: your curse no longer applies, but you lose 1 Weird.
- You turn evil (again): retire this character, they become one of the Keeper's threats.

Turning evil takes your hunter out of your control permanently. The character is now a threat, for the Keeper to use against the hunters. Given how many of the team's secrets your hunter knows, this option shouldn't be chosen lightly!

**FOR THE PROFESSIONAL**

- You can get some or all of the hunters hired by your agency (they'll get the **deal with the agency** move, as well as salary and benefits).

All the hunters you pick are now Agency employees. They all get the deal with the Agency move, and everything else that goes along with being an agent.

**FOR THE SPELL-SLINGER**

- You may cross off another option from your Tools and Techniques. This works just like when you first created your Spell-slinger—you are now less restricted in your spell casting.

**FOR THE SPOOKY**

- You discover how to use your powers at a lower price. Delete one dark side tag permanently.

**FOR THE WRONGED**

- You track down the specific monster(s) responsible for your loss—the Keeper must make the next mystery about them.

Note that this doesn't mean you get to automatically win. You just get a shot at them. Keeper, the Wronged's targets should be central to the next mystery but otherwise create the mystery as normal.

- Change the target of your vengeful rage. **I know my prey** now applies to these monsters instead.

# SUMMARY: HUNTER'S SESSION

There's two parts to this: the things you'll do just at the start of a new game, and then the things you'll do every time.

## THE FIRST TIME ONLY

- Choose hunter playbooks and come up with a team concept.
- Create your hunter while everyone else creates theirs.
- Go around the group: each of you introduces your hunter to the others
- Go around the group again: each of you picks a history option for every other hunter on the team.
- Keeping your selected history options in mind, tidy up the team concept and work out your backstory.
- Go on to the things you do every game (see below)
- At the end of the first session, review your hunter's playbook and decide if any of the options you picked didn't match your vision of what the character would be like. If you need to make some changes, go ahead and do it.

## EVERY GAME

- Do all the start-of-mystery moves.
- Get the first clue from the Keeper, and make a plan.
- Investigate the mystery: interview witnesses; check out where key events happened; look into any other weird stuff going on.
- When you know what you're hunting, work out its weaknesses and where to find it.
- Whenever a roll totals six or less, mark experience. Whenever a move tells you to, mark experience.
- When you mark your fifth experience point, level up, select an improvement and reset your experience to zero.
- Protect all the innocent bystanders.
- Go and kill the monster!
- When you're done, answer the end-of-session experience questions and mark any experience you earn from the answers.

