

UPON CHOOSING A HUNTER

Once you have chosen the Hunter you'd like to play, go through the following steps:

- Choose a Name.
- Check off or write your own "Life Before..." and "Life Now..." boxes.
- Allocate 9 points into your attributes. No Attribute can go over +3. A Hunter can choose to take a -1 in an Attribute to gain an additional point.
- Check off your Hunters amount of available Moves.
- Select your Starting Weapon, Armor, and Tools.
- Fill out any additional class-specific sections (Example: Reputation Tracker from The Monster Slayer or Civilian Background from The Commoner).
- Set your Experience and Mastery to 0. Your Experience will go up by 1 after completing a Hunt. Your Mastery will go up by 1 every 3 Experience.
- Once all the above is done, move on to Introductions and Hunter Relations.

INTRODUCTIONS

Once everyone has created their Hunters, everyone will take a turn to introduce their Hunters to one another. Players will describe their Hunter's appearance and what the others would know about them from the start. What are they good at? What do they desire? What led to leaving home in search of beasts and blood? What's their personality? This is the Player's chance to share as little or as much about their character with the Party before they begin.

HUNTER RELATIONS

After introductions are over, it's time to decide on Hunter Relations. Hunter Relations are suggestions of how certain Hunters might be affiliated prior to the first session, an example being "They were your childhood best friend, until something changed. Discuss the relationship." Each class has its own set of Hunter Relations listed on the third page of their playbook. The Players will go around in a circle similar to their introductions and assign a Hunter Relation to each of their fellow Hunters.

Like the previously listed example, some backgrounds ask the Players to "Discuss the relationship." These choices require Player input and give an opportunity to inject more details. Using the last example, some questions arise such as "What caused them to stop being friends? What does my Hunter think of theirs? How long since we've last talked prior to the first session?" The two Players should spend a minute or two working out the relationship.

Once everyone has assigned a Hunter Relation to one another, discuss how all of your options blend and what your team composition might look like. If you haven't already determined a team composition then use these choices to create one that best suits your Hunters.

With the Hunter Relations, introductions, and characters complete, it is time to play the game.

