

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."

- ☐ **CHARM** • Manipulate Someone
- ☐ **COOL** • Act Under Pressure
• Help Out
- ☐ **SHARP** • Investigate a Mystery
• Read a Bad Situation
- ☐ **TOUGH** • Kick Some Ass
• Protect Someone
- ☐ **WEIRD** • Use Magic

LUCK

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

Okay ☐☐☐☐☐☐☐ Doomed

Crooked special: Whenever you spend a Luck point, someone from your past will re-appear in your life. Soon.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐ ☐☐☐☐ Dying

Unstable: ☐

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

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.
- ☐ **Gripter.** 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.

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 119).
- ☐ **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 sportscar 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)

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, reptiloid.
- ☐ 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.

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Hard eyes, friendly eyes, watchful eyes, smiling eyes, calculating eyes, _____ eyes.
- Street wear, tailored suit, cheap suit, tracksuit, non-descript 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

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.

LEVELING UP

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

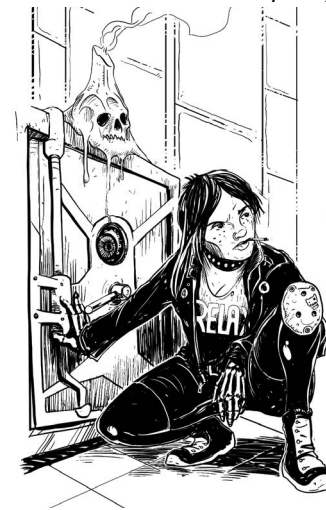
IMPROVEMENTS

- ☐ Get +1 Sharp, max +3
- ☐ Get +1 Tough, max +2
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Charm, max +2
- ☐ Take another Crooked move
- ☐ Take another Crooked move
- ☐ Gain an ally: one of your old crew.
- ☐ Recover a stash of money from the old days, enough to live without care... for a year or two.
- ☐ 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.
- ☐ Erase one used luck mark from your playbook.



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.



CHARM

- Manipulate Someone



COOL

- Act Under Pressure
- Help Out



SHARP

- Investigate a Mystery
- Read a Bad Situation



TOUGH

- Kick Some Ass
- Protect Someone



WEIRD

- Use Magic

LUCK

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

Okay ☐☐☐☐☐☐ Doomed

Expert special: When you spend a point of Luck, you discover something happening now is related to something you were involved in years ago.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐ ☐☐☐☐ Dying

Unstable: ☐

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

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 to the monster.
- ☐ **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 put you in the worst place, unprepared and unready.
- ☐ **Dark Past:** 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):

- ☐ Mallet & wooden stakes (3-harm intimate slow wooden)
- ☐ Silver sword (2-harm hand messy silver)
- ☐ Cold iron sword (2-harm hand messy iron)
- ☐ Blessed knife (2-harm hand holy)
- ☐ Magical dagger (2-harm hand magic)
- ☐ Juju bag (1-harm far magic)
- ☐ Flamethrower (3-harm close fire heavy volatile)
- ☐ Magnum (3-harm close reload loud)
- ☐ Shotgun (3-harm close messy loud)

GETTING STARTED

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



PRONOUNS: _____

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

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.

LEVELING UP

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 Sharp, max +3
- ☐ Get +1 Charm, max +2
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Weird, max +2
- ☐ Take another Expert move
- ☐ Take another Expert move
- ☐ Add an option to your haven
- ☐ Add an 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.
- ☐ 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.

◯ **CHARM**

- Manipulate Someone

◯ **COOL**

- Act Under Pressure
- Help Out

◯ **SHARP**

- Investigate a Mystery
- Read a Bad Situation

◯ **TOUGH**

- Kick Some Ass
- Protect Someone

◯ **WEIRD**

- Use Magic

LUCK

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

Okay □□□□□□□□ Doomed

Flake special: When you spend a point of Luck, pick an aspect of the current situation. The Keeper will tell you what other conspiracies that aspect connects to.

HARM

When you reach 4 or more, mark unstable.

Okay □□□□□□□□ Dying

Unstable: □

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: □□□□□

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

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)

GETTING STARTED

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

PRONOUNS: _____

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

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.

LEVELING UP

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

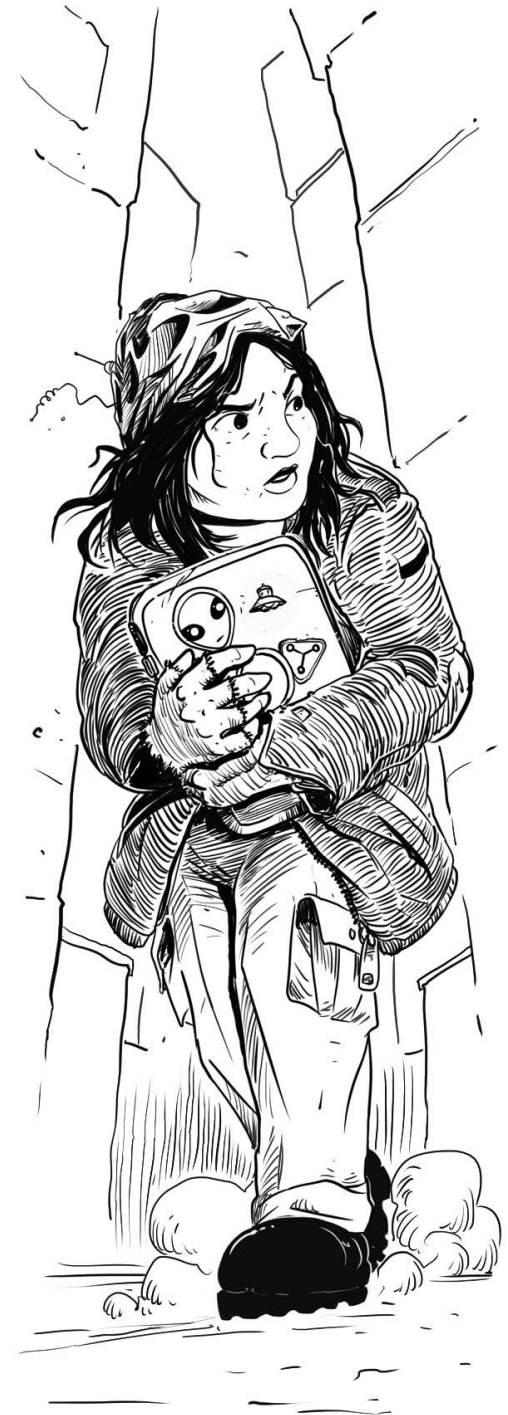
IMPROVEMENTS

- ☐ Get +1 Sharp, max +3
- ☐ Get +1 Charm, max +2
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Weird, max +2
- ☐ Take another Flake move
- ☐ Take another Flake move
- ☐ Get a haven, like the Expert has, with two options
- ☐ Gain another option for 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.
- ☐ Get back one used Luck point.



THE GUMSHOE

- ☐ **CHARM** • Manipulate Someone
- ☐ **COOL** • Act Under Pressure
• Help Out
- ☐ **SHARP** • Investigate a Mystery
• Read a Bad Situation
- ☐ **TOUGH** • Kick Some Ass
• Protect Someone
- ☐ **WEIRD** • Use Magic

LUCK

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

Okay ☐☐☐☐☐☐ Doomed

Gumshoe Special: When you use a point of Luck your next regular case will actually be a mystery for your hunter group, not a regular case at all (and the monster will focus its attention on you!)

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐ ☐☐☐ Dying

Unstable: ☐

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

GUMSHOE CODE

With the agreement of the Keeper, pick a one-sentence Code that your Gumshoe adheres to.

Example Codes: *Murders must be punished. Monsters must be destroyed. Innocents must be saved. Laws must be enforced. Evil must be exposed. The weak must be protected from the powerful.*

This Code defines your Gumshoe. Any time you violate your code you forfeit all Code related moves (**The Postman Always Rings Twice**, **The Long Goodbye**) and the ability to spend Luck points. These forfeits last either until the next mystery or you make amends. As long as you follow the Code people will sense your sincerity: you receive +1 ongoing for **manipulate someone** and you may not be possessed or charmed by any sort of supernatural, alien, or demonic entity or item.

MOVES

You get three Gumshoe moves. You get these two:

☒ **Occult Confidential:** The first time in each mystery that you observe a monster, minion, or phenomenon in action, you may ask one question from the **investigate a mystery** list.

☒ **The Naked City:** You have lots of personal contacts wherever you go. Pick four contact types from the following areas (or from other areas agreed to between you and the Keeper):

Academics, Accountants, Artists, Bartenders, Clergy, Conspiracy Theorists, Construction, Courts, Criminals (organised), Criminals (street), Cultists, Engineers, Espionage, Film and TV, Forensic Scientists, Fringe Scientists, Hackers, Journalists, Lawyers, Mechanics, Media, Medical Practitioners, Military, Morgue, Occult, Police (local), Police (national), Politicians, Prisons, Private Security, Property Developers, Stage Magicians, Technologists, Transportation

You can hit them up for info (+1 to one **investigate a mystery** roll) or small favours—but there may be a small cost involved. Personal contacts can provide more significant help but the Keeper decides their price on a case-by-case basis.

Then pick one of these:

- ☐ **The Postman Always Rings Twice:** Twice per mystery—as long as you follow your Code—you may reroll a roll.
- ☐ **The Long Goodbye:** You can't die with an open case. Specifically, you suffer all harm as normal but your death is postponed until you have either completed or abandoned the case, or you break your Code (then all bets are off).
- ☐ **Jessica Jones Entry:** When you double-talk your way into a secure location, roll +Charm. On a 10+ pick three, on a 7-9 pick two, on a fail pick one:
 - You don't leave any trace of what you searched.
 - You find what you wanted.
 - You find something else that's important.
 - You don't piss anyone off.
 - You aren't recognised.
- ☐ **Out of the Past:** You have a police buddy who will do you big favors. Get in touch with them when you need to redirect law enforcement attention, get a heads-up on what operations are planned, or access police files. You now owe them: expect them to collect on it soon.
- ☐ **Asphalt Jungle:** You heal faster than normal people. Any time your harm gets healed, heal an extra point. You are immune to all the harm move effects under '0-harm' and '1-harm' (when the Keeper would apply these, you ignore it).
- ☐ **Hacker with a Dragon Tattoo:** When you hack into a computer system, roll +Sharp. On 10+ pick two, on a 7-9 pick one. You:
 - ... leave no traces.
 - ... learn something important.
 - ... can leave misinformation in place.
 - ... gain access to somewhere you want to get in to.
- ☐ **"Just one more thing":** When you ask a suspect leading questions, roll +Charm. On a 10+ hold 2, on a 7-9 hold 1, on a miss hold 1 but something bad is going to happen too.

Spend your hold to ask questions from this list:

 - One question from the **investigate a mystery** list.
 - Was that a lie?
 - What is something you left out that you didn't want me to notice?
 - Are you complicit with any ongoing criminal activity?
 - Did you commit this specific crime?

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Angelic face, unshaven face, handsomely devilish face, world-weary face, sly face, streetwise face, quiet face, knowing face, watchful face, merry face, obvious ex-cop face, hunted face, _____ face.
- Nondescript clothes, tailored clothes and sunglasses, vintage clothes, fashion clothes, fedora and trench coat, California casual, biker clothes, Pacific island casual, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

You get a laptop, a liquor flask, two recording devices, and one P.I. weapon.

Recording devices (pick two):

- | | |
|--|---|
| <input type="checkbox"/> Night vision camera | <input type="checkbox"/> Cassette tape recorder |
| <input type="checkbox"/> Tiny digital video camera | <input type="checkbox"/> Remote-controlled camera drone |
| <input type="checkbox"/> Film camera (8mm or 16mm) | <input type="checkbox"/> Laser microphone |
| <input type="checkbox"/> Digital sound recorder | <input type="checkbox"/> SLR camera |

P.I. Weapons (pick one):

- | | |
|--|--|
| <input type="checkbox"/> Brass knuckles (1-harm hand small) | <input type="checkbox"/> Magnum (3-harm close reload loud) |
| <input type="checkbox"/> .38 revolver (2-harm close reload loud) | <input type="checkbox"/> Shotgun (3-harm close messy loud) |
| <input type="checkbox"/> 9mm (2-harm close loud) | <input type="checkbox"/> Switchblade (1-harm hand small) |

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 Gumshoe 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:

- You are on the same (or rival) bowling teams. Ask them what bowling-related disagreement rubbed them the wrong way.
- You caught them committing a crime but let them go. Ask them to describe the crime, then you explain why your Code required you to look the other way.
- They remind you of a former partner who was mysteriously murdered. Describe the unsolved case that killed your partner and how you hope to solve it.
- You first approached them for help on a case. Describe the case. Ask them to describe the key expertise they provided that solved that mystery.
- You were friends back in training, before you became a private investigator. This could be military, law enforcement, or whatever—decide the details between you.
- Ask them if they live by a code and what it is. If you approve of the code, you've always respected them. If not (or if they don't have a code), you've never trusted them.
- They hired you for a job but you were too drunk or high to take it. Ask them what they wanted, then tell them how you brushed them off.
- You first met on an unsolved crimes website. Decide together what infamous crime fascinates you both.

"You won't understand this... When I take a case, I'm supposed to do something about it. You're supposed to do something about it whether you like it or not. You've got to pay for what you've done, sweetheart, whatever it is I might feel about you. Yes, I'll have some bad nights, but I'll still have myself."

LEVELING UP

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

IMPROVEMENTS

- ☐ Get +1 Charm, max +3
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Sharp, max +3
- ☐ Get +1 Tough, max +2
- ☐ Take another Gumshoe move.
- ☐ Take another Gumshoe move.
- ☐ Add another harm box to your track, before Dying.
- ☐ Get a haven (your office, perhaps), like the Expert has, with two options.
- ☐ Add four additional or new contacts for your **Naked City** 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.
- ☐ Make up 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.
- ☐ Turn one of your contacts into an ally.
- ☐ Retire this hunter to safety.
- ☐ Erase one used Luck mark from your playbook.



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.



CHARM

- Manipulate Someone



COOL

- Act Under Pressure
- Help Out



SHARP

- Investigate a Mystery
- Read a Bad Situation



TOUGH

- Kick Some Ass
- Protect Someone



WEIRD

- Use Magic

LUCK

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

Okay ☐☐☐☐☐☐ Doomed

Initiate special: When you spend a point of Luck, something goes wrong for your Sect: an ill-advised project or a disastrous operation.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐☐☐ Dying

Unstable: ☐

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

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.

GEAR

If your Sect has **fighting arts** or **obsolete gear** (see next page) 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):

- ☐ Sword (2-harm hand messy)
- ☐ Axe (2-harm hand messy)
- ☐ Big sword (3-harm hand messy heavy)
- ☐ Big axe (3-harm hand messy slow heavy)
- ☐ Silver knife (1-harm hand silver)
- ☐ Fighting sticks (1-harm hand quick)
- ☐ Spear (2-harm hand/close)
- ☐ Mace (2-harm hand messy)
- ☐ Crossbow (2-harm close slow)

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

- ☐ .38 revolver (2-harm close reload loud)
- ☐ 9mm (2-harm close loud)
- ☐ Sniper rifle (3-harm far)
- ☐ Magnum (3-harm close reload loud)
- ☐ Shotgun (3-harm close messy)

GETTING STARTED

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

PRONOUNS: _____

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

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 (used by the Keeper to determine the Sect's methods and actions):

Good Traditions (pick two):

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

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 |

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.



LEVELING UP

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 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?

☐ CHARM

• Manipulate Someone

☐ COOL

• Act Under Pressure
• Help Out

☐ SHARP

• Investigate a Mystery
• Read a Bad Situation

☐ TOUGH

• Kick Some Ass
• Protect Someone

☐ WEIRD

• Use Magic

LUCK

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

Okay ☐☐☐☐☐☐ Doomed

Mundane special: When you spend a point of Luck, you'll find something weird—maybe even useful!

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐ ☐☐☐ Dying

Unstable: ☐

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

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 |

GETTING STARTED

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

PRONOUNS: _____

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

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.

LEVELING UP

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 Sharp, max +2
- ☐ Get +1 Tough, max +2
- ☐ Take another Mundane move
- ☐ Take another Mundane move
- ☐ Get back one used Luck point
- ☐ Get back one used Luck point
- ☐ 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.
- ☐ 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!"

- ☐ **CHARM** • Manipulate Someone
- ☐ **COOL** • Act Under Pressure
• Help Out
- ☐ **SHARP** • Investigate a Mystery
• Read a Bad Situation
- ☐ **TOUGH** • Kick Some Ass
• Protect Someone
- ☐ **WEIRD** • Use Magic

LUCK

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

Okay ☐☐☐☐☐☐ Doomed

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

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐ ☐☐☐☐ Dying

Unstable: ☐

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

MOVES

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

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.

And 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.

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)



GETTING STARTED

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

PRONOUNS: _____

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, battledress, 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 |
| <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):

- | | |
|--|---|
| <input type="checkbox"/> Dubious motives | <input type="checkbox"/> Inter-departmental rivalry |
| <input type="checkbox"/> Bureaucratic | <input type="checkbox"/> Budget cuts |
| <input type="checkbox"/> Secretive hierarchy | <input type="checkbox"/> Take no prisoners policy |
| <input type="checkbox"/> Cryptic missions | <input type="checkbox"/> Live capture policy |
| <input type="checkbox"/> Hostile superiors | |

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.



LEVELING UP

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 Cool, max +3
- ☐ Get +1 Charm, max +2
- ☐ Get +1 Sharp, max +2
- ☐ Get +1 Tough, max +2
- ☐ Take another Professional move
- ☐ Take another Professional move
- ☐ Add a new resource tag for your Agency *or* change a red tape tag
- ☐ Get command of an Agency team of monster hunters
- ☐ 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.
- ☐ 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 SEARCHER

◯ **CHARM**

- *Manipulate Someone*

◯ **COOL**

- *Act Under Pressure*
- *Help Out*

◯ **SHARP**

- *Investigate a Mystery*
- *Read a Bad Situation*

◯ **TOUGH**

- *Kick Some Ass*
- *Protect Someone*

◯ **WEIRD**

- *Use Magic*

LUCK

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

Okay □□□□□□□□ Doomed

Searcher Special: When you spend a point of Luck, your first encounter comes up in play. It could be a flashback, new occurrence, or related event.

HARM

When you reach 4 or more, mark unstable.

Okay □□□□|□□□□ Dying

Unstable: □

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: □□□□□□

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

MOVES

You get all of the basic moves, plus three Searcher moves. You get this one:

- **First Encounter:** One strange event started you down this path, sparking your need to discover the truth behind the unexplained. Decide what that event was: pick a category below and take the associated move. Then tell everyone what happened to you (or someone close to you).
- **Cryptid Sighting:** You take note of any reports of strange creatures. Whenever you first see a new type of creature, you may immediately ask one of the **investigate a mystery** questions.
- **Zone of Strangeness:** Things are not fixed. You never need **act under pressure** when supernatural forces alter the environment around you, and you get 2-armour against harm from sudden changes to the laws of physics.
- **Psychic Event:** Your mind is awakened. You may **act under pressure** to use the **sensitive** weird move, or—if **sensitive** is your weird move—**empath**. See page 21 of *Tome of Mysteries*.
- **Higher power:** Something looks out for you. You start with an extra Luck.
- **Strange Dangers:** You are always watching for hazards. When you have no armour, you still count as having 1-armour.
- **Abduction:** They taught you hidden knowledge. Gain +1 to any move when you research strange or ancient secrets to do it.
- **Cosmic Insight:** You have encompassed the soul of the universe. You never need to **act under pressure** due to feelings of fear, despair, or isolation.

Then pick two of these:

- **Prepared to Defend:** Even truth seekers need to fight some times. Whenever you suffer harm when you **kick some ass** or **protect someone**, you suffer 1-harm less.
- **Fellow Believer:** People understand you've also known strangeness. Bystanders will talk to you about weird things they would not trust another hunter (or a mundane official) to believe.
- **Guardian:** You have a mystical ally (perhaps a spirit, alien, or cryptid) who helps and defends you. Define them, and their powers, with the Keeper's agreement. Their look is one of: invisible, an intangible spirit thing, a weird creature, disguised as an animal, or disguised as a person.
- **Just Another Day:** When you have to **act under pressure** due to a monster, phenomenon, or mystical effect, you may roll +Weird instead of +Cool.
- **Network:** You may gain an ally group of others who had experiences similar to your first encounter—perhaps they're a support group or hobbyist club. Detail up to five members with useful skills related to what happened to them (none are up for fighting monsters).
- **Ockham's Broadsword:** When you first encounter something strange, you may ask the Keeper what sort of thing it is. They will tell you if it (or the cause) is: natural, an unnatural creature, a weird phenomenon, or a person. You gain +1 forward dealing with it.
- **The Things I've Seen:** When you encounter a creature or phenomenon, you may declare that you have seen it before. The Keeper may ask you some questions about that encounter, and will then tell you one useful fact you learned and one danger you need to watch out for (maybe right now).

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Friendly face, haunted face, thoughtful face, lined face, curious face, _____ face.
- Normal clothes, casual clothes, nerdy clothes, tweedy clothes, outdoor wear, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

You get a laptop, a car or motorcycle, a camera, binoculars, two sets of investigation tools, and one self-defence weapon.

Investigation tools, pick two:

- | | |
|--|---|
| <input type="checkbox"/> A bag of cameras & microphones. | <input type="checkbox"/> Historical documents and witness reports of strange events. |
| <input type="checkbox"/> Forensic tools. | |
| <input type="checkbox"/> Ghost hunting tools. | |
| <input type="checkbox"/> Scientific measuring tools. | <input type="checkbox"/> Maps, blueprints, and building reports for significant places. |
| <input type="checkbox"/> Cryptid hunting gear. | |

Self-defence weapons, pick one:

- ☐ Walking stick (1-harm hand innocuous).
- ☐ Small handgun (2-harm close reload loud).
- ☐ Small knife (1-harm hand messy).
- ☐ Martial arts training (1-harm hand innocuous).
- ☐ Incapacitating spray (0-harm hand irritating).
- ☐ Heavy flashlight (1-harm hand innocuous).

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 Searcher 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:

- In your researches, you found accounts (and pictures) of someone matching their description perfectly, but long before they were born. Tell them if you have mentioned this.
- A relative. Decide between you how close.
- They were involved in a supernatural event similar to your first encounter. Perhaps it was the same event, or perhaps you investigated their event later. Ask them how the event affected them.
- You figured out a supernatural or weird secret they keep. Ask them what it is.
- You met when you were each investigating separate mysteries. Tell them what trick you used to protect them from weirdness and ask them how they saved you from a danger.
- You're both veterans of a therapy or support group or a treatment program. Work out the details between you.
- Some creature or force is stalking them. Ask them what it is. Then decide if you've told them about it or if they are still happily unaware.
- You found their pet when it went missing. Where had it gone?

"There's still so much to be discovered and explained, even now. Perhaps only one event in a thousand is true weirdness—but I'll investigate them all to find it."



LEVELING UP

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"/> Gain an ally. |
| <input type="checkbox"/> Get +1 Weird, max +3 | <input type="checkbox"/> Take a second first encounter move, based on a recent mystery. |
| <input type="checkbox"/> Get +1 Charm, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Take a move from another playbook. |
| <input type="checkbox"/> Take another Searcher move | |
| <input type="checkbox"/> Take another Searcher move | |

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

ADVANCED IMPROVEMENTS

- | | |
|---|---|
| <input type="checkbox"/> Get +1 to any rating, max +3. | <input type="checkbox"/> Mark another two of the basic moves as advanced. |
| <input type="checkbox"/> Change this hunter to a new type. | <input type="checkbox"/> Erase a used Luck mark from your playbook. |
| <input type="checkbox"/> Create a second hunter to play as well as this one. | <input type="checkbox"/> Erase a used Luck mark from your playbook. |
| <input type="checkbox"/> Retire this hunter to safety. | |
| <input type="checkbox"/> Mark two of the basic moves as advanced. | |
| <input type="checkbox"/> Resolve your first encounter. The Keeper makes the next mystery about this event, and should try to answer all remaining questions about it during the mystery (although there are sure to be new threads to investigate after...) | |

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.



CHARM

- Manipulate Someone



COOL

- Act Under Pressure
- Help Out



SHARP

- Investigate a Mystery
- Read a Bad Situation



TOUGH

- Kick Some Ass
- Protect Someone



WEIRD

- Use Magic

LUCK

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

Okay ☐☐☐☐☐☐ Doomed

Wronged special: When you spend a point of Luck, you find a dangerous lead on your prey.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐ ☐☐☐☐ Dying

Unstable: ☐

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

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)

GETTING STARTED

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

PRONOUNS: _____

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 |

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.



LEVELING UP

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
- ☐ 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.

THE HEX

◯ CHARM

- *Manipulate Someone*

◯ COOL

- *Act Under Pressure*
- *Help Out*

◯ SHARP

- *Investigate a Mystery*
- *Read a Bad Situation*

◯ TOUGH

- *Kick Some Ass*
- *Protect Someone*

◯ WEIRD

- *Use Magic*

LUCK

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

Okay □□□□□□□□ Doomed

Hex Special: When you spend Luck, until the end of the mystery, backlash on your spells will be extra nasty.

HARM

When you reach 4 or more, mark unstable.

Okay □□□□|□□□□□ Dying

Unstable: □

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: □□□□□□

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

"I didn't have magic fall into my lap. I'm not blessed, I'm not one of the scary children—I'm just a girl who found a way to give herself the strength to fight this war. I don't have the option of not taking this risk."

ROTES

Whenever you **use magic**, you can decide afterwards that a particular spell is a **rote** that you know. See the separate Rotes sheet for more details.

TEMPTATION

You have a dangerous drive that you pursue, sometimes to the exclusion of your own safety. Decide if your Temptation drove you to learn magic, or if learning magic drove you to it.

Whenever you give in to your Temptation and act accordingly, you mark experience. You need to **act under pressure** to resist giving in to your temptation, if a perfect opportunity presents itself; if you fail this roll, you don't mark experience like you would have if you'd willingly acted out your desires.

Choose one Temptation:

- ☐ **Vengeance:** Use magic to inflict disproportionate retribution on someone who wronged you.
- ☐ **Power:** Use magic to exert your dominance over another.
- ☐ **Addiction:** Use magic to do what you could do without it.
- ☐ **Callousness:** Use magic without regard for the safety of others.
- ☐ **Carnage:** Use magic to inflict gruesome violence.
- ☐ **Secrets:** Use magic to discover forbidden, dangerous knowledge.
- ☐ **Glory:** Use magic to steal someone's thunder.

MOVES

You have three Hex moves. You have this one:

- **Bad Luck Charm:** Whenever you **use magic** and miss, the backlash never affects you directly if there's someone else around to hit. It'll go for allies, other hunters, and innocent bystanders. Sometimes, every so often, it might even hit an enemy.

Plus pick two of these:

- ☐ **Burn Everything:** When you **use magic** to inflict harm, you can choose to inflict 3-harm area magic obvious or 3-harm ignore-armour magic obvious.
- ☐ **Cast the Bones:** Once per mystery, you may perform some kind of divination (tarot, casting the runes, reading entrails, or something like that) to glean information about the future. When you seek guidance by divination, roll +Sharp. On a 10+, hold 2. On a 7-9, hold 1. On a miss, you get some information, but it's not what you want to hear. Spend those holds to ask any question from the **investigate a mystery** move, or one of the following questions:
 - What can I gain from this person/place/thing/creature?
 - Who has touched this person/place/thing/creature before me?The Keeper will answer truthfully, with either a direct answer or how to find out more.
- ☐ **Force of Will:** When you apply your will to dispelling a magical effect, blocking a spell, or suspending a Phenomenon, roll +Weird. On a hit, momentary magics are cancelled completely, and long-lasting spells and effects are suspended temporarily. On a 10+, you can also spend Luck to instantly snuff out a powerful spell or strange effect. On a 7-9, you take 1-harm as the strain of dismissing magic unravels you.
- ☐ **Luck of the Damned:** After you **use magic** or cast a rote, take +1 forward on the next roll you make.
- ☐ **Sympathetic Token:** As long as you carry a personal object belonging to someone, such as a lock of hair, a full set of toenails, or a treasured family heirloom, you get +1 ongoing to **use magic** against them. You can also **use magic** against them at a distance. If you try to **use magic** against them and miss, the token is lost, destroyed, or loses its power.
- ☐ **This Might Sting:** You can **use magic** to heal 3-harm, but the process is exceptionally painful. On a 7-9 it also leaves a gnarly scar.
- ☐ **Wise Soul:** Whenever you **use magic**, right before you roll, you can ask the Keeper what exactly would happen on a miss. If you dislike the risk, you can stop at the last second, and let the spell fizzle harmlessly. All of the effort is wasted.

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Sharp eyes, angry eyes, glowing eyes, shifty eyes, serene eyes, featureless eyes, _____ eyes.
- Retro clothes, hippy clothes, trendy clothes, too-formal clothes, ill-fitting clothes, anachronistic clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

You have whatever magical items or amulets you use to perform magic, including whatever you need to cast your rites. You also have two wizardly weapons.

Wizardly weapons, pick two:

- ☐ .38 revolver (2-harm close reload loud)
- ☐ Shotgun (3-harm close messy loud)
- ☐ Athame (2-harm hand magic silver)
- ☐ Shillelagh (1-harm hand balanced)
- ☐ Crossbow (2-harm close slow)
- ☐ Staff (1-harm hand balanced large)

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 Hex 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 once cast a powerful spell or curse on them. Tell them why, and ask them how it ended.
- They fear your power, or what you might do with it. Ask them why.
- You're madly in love with them. Ask them if they can tell.
- They encourage you to indulge your temptation. Ask them why.
- They keep you grounded, and are unfazed by your displays of power.
- You were part of the same cult, sect, or secret society. Decide together what horrible things you did in the name of power.
- You learned through divination that they're important and you should help them. Decide whether you've told them or not.
- They helped you out when a spell went awry. Tell them what the spell was, and ask them how they helped you.

LEVELING UP

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

IMPROVEMENTS

- ☐ Get +1 Weird, max +3.
- ☐ Get +1 Cool, max +2.
- ☐ Get +1 Charm, max +2.
- ☐ Get +1 Sharp, max +2.
- ☐ Take another Rote.
- ☐ Take another Rote.
- ☐ Take another Rote.
- ☐ Take another Hex move, or an additional Rote.
- ☐ Take another Hex move, or an additional Rote.
- ☐ Take a Haven, like the Expert has, with two options.
- ☐ 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.
- ☐ Make up 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.
- ☐ Gain another two Rotes.
- ☐ Choose one advanced Hex move (see below).

ADVANCED HEX MOVES

When you take the "Choose one advanced Hex move" improvement, choose one of these moves. You can never have both:

- ☐ **Apotheosis:** You become a terrifying fount of mystical power. Once per mystery, after you suffer loss or harm, you may enter a state where you have both immense power and zero interest in the well-being of other people. While in this state, you can fly, use +Weird to **kick some ass** instead of +Tough (using innate magic as a 3-harm weapon with whatever properties you choose), ignore the component costs of your rites, ignore one requirement of every spell you cast with **use magic**, and you have +1 ongoing to do everything. On the other hand, you outright cannot use the **protect someone** move, you have all the Temptations, and you have to indulge them whenever a good opportunity presents itself. When you try to resist a temptation, roll +Cool. On a 10+, your apotheosis ends. On a 7-9, it ends with you doing something dangerous or cruel. On a miss, it ends only after you harm someone (or something) you love.
- ☐ **Synthesis:** You manage to conciliate your dark power with your moral impulses. You lose your Temptation. Whenever you **use magic** to **help out** or **protect someone**, you mark experience. Mark a second experience if you do it at the expense of your own safety.

ROTES (THE HEX)

Whenever you **use magic**, you can decide afterwards that a particular spell is a **rote** that you know. Write down in detail what the spell does, and what it requires. You know how to cast it off the top of your head, and you choose two requirements from this list:

- Magic words and ritual gestures.
- An object of power (wand, talisman, orb, staff, etc) which must be wielded.
- An expendable component such as sulfur, sage, or incense, which must be burned, blown, or scattered during the casting.
- Runes or symbols written or engraved on a surface (which must be prepared).
- A spilling of blood, which inflicts 1-harm upon you or a willing participant.

Give your new rote a name, and decide specifically what the requirements are (which words, gestures, objects, symbols, and procedures are required). Unlike regular **use magic**, a rote's cost and the consequences for failing it are known to you in advance. After you cast it for the first time, treat each rote as a custom move—a specialised version of use magic, which is built with the Keeper. Write down what it does on a 10+, a 7-9, and a miss. Also, a rote is a bit more powerful than a basic **use magic** spell: its glitches are less onerous and its effect may be a little bigger.

Casting a rote requires you to have the needed items at hand and the ability to physically use them. You roll +Weird to cast it, as you would when **using magic** normally.

HOW MANY ROTES?

You start out knowing up to one rote, which you can choose when creating your character or during play. You can learn more by taking improvements—when you do, you can choose the new rote right away or in play.

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
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On a 10+

On a 7-9:

On a miss:

ROTE: _____

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On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
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On a miss:

ROTE: _____

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On a miss:

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REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:



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.

- ☐ **CHARM** • Manipulate Someone
- ☐ **COOL** • Act Under Pressure
• Help Out
- ☐ **SHARP** • Investigate a Mystery
• Read a Bad Situation
- ☐ **TOUGH** • Kick Some Ass
• Protect Someone
- ☐ **WEIRD** • Use Magic

LUCK

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

Okay ☐☐☐☐☐☐ Doomed

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

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐ ☐☐☐☐ Dying

Unstable: ☐

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

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.

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)

GETTING STARTED

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

PRONOUNS: _____

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

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

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.

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.



LEVELING UP

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.