TRANSPORTATION OPTIONS

 $\label{lem:applement} A \ mini\mbox{-supplement for Monster of the Week, by Michael Sands.}$

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This mini-supplement provides more transportation gear options for your hunters. It's intended for games where your team doesn't include any playbooks who get a transport option, or they need extra mobility for your team concept to work.

My recommendation is that two or three hunters to take a pick from their playbook list below. It's also okay for everyone on the team to take one.

When selecting one of these, pick one item from your playbook list.

ADDITIONAL TRANSPORT GEAR LISTS:

The Chosen: Bicycle, Old compact car, Borrowed family car, Scooter, Public transport card,
The Crooked: Van, Motorcycle, Flashy car, Plain car, Ute/pickup, SUV,
The Constructed: None, unless you were given or stole something from your constructor:
The Divine: Classic car, Motorcycle, Sensible car, Bicycle , Scooter,
The Exile: Horse, Camel, Mule, Sturdy footwear,
The Expert: Classic car, Sensible car, Van, Ute/pickup, Mobile home, Truck, Bicycle,
The Flake: Sensible car, Old car, Ute/pickup, Bicycle, Scooter, Skates, Mobile home,
The Gumshoe : Quirky car, Plain car, Old car, Sports car, Motorcycle, Public transport card,
The Hex: Old car, Bicycle, Sensible car, Skateboard, Old van, Flying broom/carpet, ,
The Initiate: Old car, Classic car, Horse, Camel, Mule, Bicycle, Sturdy footwear,
The Meddling Kid: Bicycle, Scooter, Public transport card, Skateboard, Skates,
The Monstrous: Classic car, Sports car, Motorcycle, Dragula, Scooter,
The Professional: Black SUV, Van, Sensible car, Quirky car, Motorcycle,
The Searcher: SUV, Mobile home, Motorcycle, Quirky car, Bicycle, Scooter, Van,
The Sidekick: Pick an option from your hero's list.
The Snoop: Van, Ute/pickup, Mobile home, Truck, Quirky car, Plain car, Public transport card,
The Spooky: Bicycle, Skateboard, Motorcycle, Old car, Cheap car, Scooter, Public transport card,
The Summoned: Probably nothing, but you may take a motorcycle, classic car, or something else: