THE SPELL-SLINGER

*Fight fire with **fire magic**.*

○	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

Spell-slinger special: When you spend a point of Luck, the official council of wizards is going to poke their nose into your business..

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.

COMBAT MAGIC

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

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

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

Bases:

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

Effects:

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

MOVES

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

■ **Tools and Techniques:** To use your combat magic effectively, you rely on a collection of tools and techniques. Cross off one; you'll need the rest.

- **Consumables**: You need certain supplies— powders, oils, etc—on hand, some will be used up each cast. If you don't have them, take 1-harm ignore-armour when you cast.
- **Foci**: You need wands, staves, and other obvious props to focus. If you don't have what you need, your combat magic does 1 less harm.
- **Gestures**: You need to wave your hands around to use combat magic. If you're restrained, take -1 ongoing for combat magic.
- **Incantations**: You must speak in an arcane language to control your magic. If you use combat magic without speaking, **act under pressure** to avoid scrambling your thoughts.

Plus pick three of these:

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

GEAR

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

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

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Rumpled clothes, stylish clothes, goth clothes, old fashioned clothes, _____ clothes.
- Shadowed eyes, fierce eyes, weary eyes, sparkling eyes, _____ eyes.

RATINGS, PICK ONE LINE:

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

INTRODUCTIONS

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

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

HISTORY

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

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

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 Spell-Slinger move.
- ☐ Take another Spell-Slinger move.
- ☐ Take a move from another playbook.
- ☐ Take a move from another playbook.
- ☐ Take another Combat Magic pick.

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

ADVANCED IMPROVEMENTS

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