_____,

THE MONSTROUS

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

◯	**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

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

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.

MONSTER BREED

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

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

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

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

CURSES, PICK ONE:

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

NATURAL ATTACKS

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

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

MOVES

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

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

GEAR

If you want, you can take one handy weapon:

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

GETTING STARTED

To make your Monstrous, 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:

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

RATINGS, PICK ONE LINE:

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

INTRODUCTIONS

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

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

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

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

MONSTER BREED SUGGESTIONS

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

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 +2
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Sharp, max +2
- ☐ Get +1 Tough, max +2
- ☐ Take another Monstrous move
- ☐ Take another Monstrous move
- ☐ Gain a haven, like the Expert has, with two options
- ☐ Take a natural attacks pick
- ☐ 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.
- ☐ Free yourself from the curse of your kind. Your curse no longer applies, but you lose 1 Weird.
- ☐ You turn evil (again). Retire this character, they become one of the Keeper's threats.
- ☐ Get back one used Luck point.