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 from an injury.

Okay ☐☐☐☐☐☐☐ Doomed

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.

LOOK, PICK ONE FROM EACH LIST:

- Man, woman, transgressive, concealed.
- Wild eyes, moving eyes, focused eyes, searching eyes, suspicious eyes, wide eyes, guarded eyes.
- Ratty clothes, casual clothes, rumpled suit, neat clothes, comfortable clothes, army surplus gear.

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

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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.