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 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 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):

☐ Skateboard
☐ Bicycle
☐ Fairly new car in decent condition
☐ Classic car in terrible condition
☐ Motorcycle
☐ 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.

LOOK, PICK ONE FROM EACH LIST:

- Man, woman, boy, girl, androgynous, concealed.
- Friendly face, alluring face, laughing face, trustworthy face, average face, serious face, sensual face.
- Normal clothes, casual clothes, goth clothes, sporty clothes, work clothes, street clothes, nerdy 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

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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 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.