THE PROFESSIONAL

It's kind of strange when your regular 9-to-5 job is to hunt down monsters. Still, that's the job I took on when I joined this outfit. It pays well, and the benefits are good. Like they say "You don't have to be crazy to work here, but it sure helps!"

○ **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 four Professional moves.

Pick three of these:

☐ **Bottle It Up**: If you want, you can take up to +3 bonus when you **act under pressure**. For each +1 you use, the Keeper holds 1. That hold can be spent later—one for one—to give you -1 on any move *except* **act under pressure**.

☐ **Unfazeable**: Take +1 Cool (max +3).

☐ **Battlefield Awareness**: You always know what's happening around you, and what to watch out for. Take +1 armour (max 2-armour) on top of whatever you get from your gear.

☐ **Leave No One Behind**: In combat, when **you help someone escape**, roll +Sharp. On a 10+ you get them out clean. On a 7-9, you can *either* get them out *or* suffer no harm, you choose. On a miss, you fail to get them out and you've attracted hostile attention.

☐ **Tactical Genius**: When you **read a bad situation**, you may roll +Cool instead of +Sharp

☐ **Medic**: You have a full first aid kit, and the training to heal people. **When you do first aid**, roll +Cool. On a 10+ the patient is stabilized and healed of 2 harm. On a 7-9 choose one: heal 2 harm or stabilize the injury. On a miss, you cause an extra 1 harm. This move takes the place of regular first aid.

☐ **Mobility**: You have a truck, van, or car built for monster hunting. Choose two good things and one bad thing about it.

Good things: roomy; surveillance gear; fast; stealthy; intimidating; classic; medical kit; sleeping space; toolkit; concealed weapons; anonymous; armoured (+1 armour inside); tough; monster cage.

Bad things: loud; obvious; temperamental; beaten-up; gas-guzzler; uncomfortable; slow; old.

And you get this one:

☒ When you **deal with the Agency,** requesting help or gear, or making excuses for a failure, roll +Sharp. On a 10+, you're good—your request for gear or personnel is okayed, or your slip-up goes unnoticed. On a 7-9, things aren't so great. You might get chewed out by your superiors and there'll be fallout, but you get what you need for the job. On a miss, you screwed up: you might be suspended or under investigation, or just in the doghouse. You certainly aren't going to get any help until you sort it all out.

GEAR

Pick one serious weapon and two normal weapons.

You get *either* a flak vest (1-armour hidden) *or* combat armour (2-armour heavy) for protection.

Serious weapons (pick one):

☐ Assault rifle (3-harm far area loud reload)
☐ Grenade launcher (4-harm far area messy loud reload)
☐ Sniper rifle (4-harm far)
☐ Grenades (4-harm close area messy loud)
☐ Submachine gun (3-harm close area loud reload)

Normal weapons (pick two):

☐ .38 revolver (2-harm close reload loud)
☐ 9mm (2-harm close loud)
☐ Hunting rifle (2-harm far loud)
☐ Shotgun (3-harm close messy)
☐ Big knife (1-harm hand)

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GETTING STARTED

To make your Professional, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, Agency, moves, and gear. Finally, introduce yourself and pick history.

LOOK, PICK ONE FROM EACH LIST:

- Man, woman, concealed.
- Chiseled face, scarred face, unshaven face, soft face, young face, old face, determined face.
- Tailored suit, shabby suit, perfect suit, utility coveralls, battledress, paramilitary uniform, lab coat.

RATINGS, PICK ONE LINE:

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

AGENCY

Decide who it is you work for. Are they a black-budget government department, a secret military unit, a clandestine police team, a private individual's crusade, a corporation, a scientific team, or what?

Is the Agency's goal to: destroy monsters, study the supernatural, protect people, gain power, or something else?

Pick two resource tags for the Agency, and two red tape tags:

Resources (pick two):

- ☐ Well-armed
- ☐ Well-financed
- ☐ Rigorous training
- ☐ Official pull
- ☐ Cover identities
- ☐ Offices all over the place
- ☐ Good intel
- ☐ Recognised authority
- ☐ Weird tech gadgets
- ☐ Support teams

Red Tape (pick two):

- ☐ Dubious motives
- ☐ Bureaucratic
- ☐ Secretive hierarchy
- ☐ Cryptic missions
- ☐ Hostile superiors
- ☐ Inter-departmental rivalry
- ☐ Budget cuts
- ☐ Take no prisoners policy
- ☐ Live capture policy

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 Professional 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:

- Your relationship with them has romantic potential. So far it hasn't gone further.
- They're on the Agency's watch list, and you've been keeping an eye on them.
- You are related. Tell them how close.
- You met on a mission and worked together unofficially. And successfully.
- They've worked with the Agency before, and they're well regarded.
- You were friends back in training, before the Agency recruited you. This could be military, law enforcement, or some weirder school: decide the details between you.
- They pulled you (and maybe your team) out of a terrible FUBARed mission.
- You got sent to "deal with them" as a hazard to the Agency's policies one time. Tell them how you resolved this.

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 Cool, max +3
- ☐ Get +1 Charm, max +2
- ☐ Get +1 Sharp, max +2
- ☐ Get +1 Tough, max +2
- ☐ Take another Professional move
- ☐ Take another Professional move
- ☐ Add a new resource tag for your Agency *or* change a red tape tag
- ☐ Get command of an Agency team of monster hunters
- ☐ 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 some or all of the other players' hunters hired by your agency. They get the **deal with the agency** move, as well as salary and benefits.
- ☐ Get back one used Luck point.