

THE ACTION SCIENTIST

"You may call it the supernatural, but all that means is we don't understand it yet. We'll soon discover what makes it tick. And then I know you'll want to destroy it, but consider how much more we have to learn! I'll keep it in my lab. Perfectly contained. Right-ho, the lightning gun is powered up. Are we ready? CHARGE!"

◯ 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

Action scientist special: When you spend a point of Luck, you some gadget or machine near you will soon malfunction, break down, or explode (what exactly is up to the Keeper).

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.

AREA OF STUDY

Pick one focus for your research and training:

- ☐ **Physics and Cosmology:** You can tell when something is altering the basic laws of reality around you. When you **investigate a mystery**, you may ask one of these as well as the usual questions:
 - What direction is the source?
 - Is this static or changing?
 - What equipment would tell me more about this?
- ☐ **Biology and Chemistry:** When you *examine a mysterious substance*, ask the Keeper what the source is. They'll tell you if it's biological or not, and if the source is mundane, supernatural, extraterrestrial, or extra-dimensional.
- ☐ **Neurology and Psychology:** When you're *talking to someone and assessing their motives*, roll +Sharp.
 - On a 10+, the Keeper will tell you if they're really human and whether they're an ally, bystander, villain, minion, or monster.
 - On a 7–9, the Keeper will tell you if there's something off about them but you're not sure what it is yet.
 - On a miss, you reveal too much about yourself instead.
- ☐ **Computers and Electronics:** When you *access a secure computer system or electronic device, or change what it does*, roll +Cool.
 - On a 10+, you get access, or change it (within the limits of the system).
 - On a 7–9, either it takes extra time or something unexpected happens.
 - On a miss, it all goes wrong in the worst way possible.
- ☐ **Violence:** You may roll +Sharp to **kick some ass** instead of +Tough. When you make a scientific attack, either do +1 harm or take +1 forward.
- ☐ **Mechanics and Engineering:** When you *fix machinery*, it takes much less time than expected. You also don't need all the proper tools to work on machines (sometimes a thump in the right spot is all that was needed).

You may also *combine any two devices, rebuilding them together*. The new gadget has all the abilities of each component, and is the size of the larger one. It has all the tags of both components. You may add, delete, or change one tag.
- ☐ **Space:** You have +1 ongoing with rocketry or astronaut stuff. You have access to a space launch facility (including use of spacecraft).

MOVES

You get all the basic moves, plus two Action Scientist moves.

Pick two of these:

- ☐ **Test Hypothesis:** When you *test a potential explanation based on data gathered*, roll +Sharp. The Keeper will tell you if you're on the right track, missing some critical data, or on the wrong track.
 - On a 10+, you can trust that answer.
 - On a 7–9, the Keeper answers honestly, but you wasted time or the testing process destroyed some evidence.
 - On a miss, the Keeper's answer is unrelated to the facts.
 - ☐ **Sabotage:** When you *quickly break a complicated gadget*, roll +Sharp.
 - On a 10+, it's broken. Your choice if it's done quietly or left totally irreparable.
 - On a 7–9, it's broken, but not too hard to fix and you made a bit of a ruckus.
 - On a miss, the worst thing possible happens—usually explosions.
 - ☐ **Oblivious to Danger:** As well as generally not looking out for danger, you are immune to all fear-based moves and powers. You never need to **act under pressure** to resist fear from any source.
 - ☐ **The Doors of Perception:** When you *use psychological, pharmacological, or meditation techniques to open your mind to transcendental knowledge*, roll +Weird.
 - On a 10+, pick two effects.
 - On a 7–9, pick one effect but your mind and perceptions are confused and foggy.
 - On a miss, you get lost in altered states of consciousness.
- Effects available:
- Communicate with someone or something that you normally couldn't.
 - See what is normally invisible: things like physical forces, ghosts and spirits, incursions of other dimensions, and magical effects.
 - Ask one question from the **investigate a mystery** list.
 - Clarity: Get +1 Cool, Sharp, or Weird for the next hour or so (maximum +3).
- ☐ **Fieldwork:** When you *put yourself in danger to test a hypothesis*, get +1 forward. When you *confirm the hypothesis as true or false*, mark experience.

GEAR

You have toolkits containing everything you need for your normal science, engineering, and analysis tasks.

Science weapons (pick two):

- ☐ Lightning gun (3-harm close loud area electricity batteries)
- ☐ Portable particle accelerator (3-harm close/far messy batteries)
- ☐ Laser cannon (2-harm close/far quiet batteries)
- ☐ Net launcher (0-harm close entangling)
- ☐ Scalpel (1-harm intimate/hand)
- ☐ Force knife (2-harm hand batteries)
- ☐ Tranquiliser rifle (1-harm close/far sedating)
- ☐ Stun-ray (0-harm close sedating)
- ☐ Autonomous drone (2-harm far autonomous)
- ☐ Atomic pistol (3-harm close radiation)

Personal protective equipment (pick one):

- ☐ Biohazard suit (air-supply sealed)
- ☐ Lab coat (chemical-resistant)
- ☐ Engineering coveralls
- ☐ Space suit (air-supply sealed climate-control)
- ☐ Science armour (2-armour batteries heavy)

The “batteries” tag works like “reload”: the weapon is liable to run out of power at the worst moment. “Autonomous” means you program it and it’ll go do its thing.

GETTING STARTED

To make your Action Scientist, first pick a name and pronouns. Then follow the instructions to decide your look, ratings, area of study, moves, and gear. Finally, introduce yourself and pick history.

It’s recommended that you take the **weird science** alternate Weird move for your Action Scientist rather than **use magic**. It’s a natural fit.

RATINGS, PICK ONE LINE:

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Human, robot, extraterrestrial, dinosaur, _____.
- Calculating eyes, curious eyes, observant eyes, friendly eyes, calm eyes, visionary eyes, _____ eyes.
- Lab coat, tweed suit, plain suit, engineer’s jumpsuit, casual clothes, messy clothes, old unfashionable suit, _____ clothes.

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 Action Scientist by name, pronouns, 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:

- You are relations, most likely distant. Tell them what the connection is.
- You were academic colleagues at some point in the past. Decide together where and when.
- On-again, off-again romance. Decide together if it’s off or on right now.
- You’ve been friends ever since you had a Science Adventure a while ago. Decide which evil science nemesis you defeated together.
- Just buddies. You get along well when it’s time to relax after all the monsters have been dealt with.
- They once helped you deal with an “experiment” that got out of hand. Tell them what it was and let them decide how they helped you sort it out.
- They were there when your career changed from scientist to action scientist. Decide together how they helped you out when you fought your first monster.
- You used science to get them out of a jam, and they still owe you for it. Ask them what the jam was, then tell them what you did.

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 Cool, max +2
- ☐ Get +1 Weird, max +2
- ☐ Get +1 Tough, max +2
- ☐ Take another Action Scientist move
- ☐ Take another Action Scientist move
- ☐ Get a laboratory with staff, facilities, and instruments suited to your area of study
- ☐ Gain an ally team of action scientists
- ☐ 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.

ADVANCED IMPROVEMENTS

- ☐ Get +1 Cool, max +3
- ☐ Get +1 to any rating, max +3
- ☐ Change this hunter to a new playbook
- ☐ Create a second hunter to play in addition to 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
- ☐ New interest: add a second area of study



THE CELEBRITY

"You'd be surprised at just how many curses get exchanged by entertainers. Then again, you might also read the tabloids."

☐ **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

Celebrity Special: When you spend a point of Luck, something from your career comes up—it could be a great new opportunity, or a threat to an existing one.

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 three Celebrity moves. You get this one:

☒ **Fakelore:** When you use "facts" learned from your work, roll +Sharp. On a 10+, pick two. On a 7–9, pick one. On a miss, pick two, but one is true, one isn't, and you won't find out which until it really matters.

- You coincidentally expose a vulnerability of the monster.
- You kept a useful prop and can make use of it now.
- You don't set yourself up to be attacked.
- It works for the reason you say it should.

Then pick two of these:

☐ **Scream Queen:** When you *make a commotion*, roll +Cool. On a 10+, you draw all the attention you want. On a 7–9, you either attract something you didn't want or don't attract everything you wanted.

☐ **The Price of Fame:** When *your career interferes with a hunt or puts someone in harm's way*, mark experience. When dealing with fans, your fame usually serves as a reason for **manipulating someone**.

☐ **I Have People:** You have friends in high places. When you *ask them for help*, roll +Charm.

- On a 10+, they're available and helpful—they can fix something, use connections to get around authority figures, do background research, or get you special information.
- On a 7–9, they're prepared to help, but it's either going to take some time or you owe them a favour.
- On a miss, you offend them.

☐ **I Do My Own Stunts:** You've been hurt on the job enough that you know how to manage your own injuries. As long as you're conscious, you never go unstable.

☐ **Disarming:** You know how to look harmless. When you *dissuade someone or something from hurting you*, roll +Charm. On a 10+, they hesitate long enough for someone to act. On a 7–9, they either hold back or attack someone else.

☐ **But I Play One on TV:** You've picked up tricks from a lot of fields. Once per session, you can use a move from any not-in-use playbook, or an alternate Weird move.

☐ **Acting, My Dear Boy:** If you suffer harm that would take you to **dying**, you ignore it and survive—but you're out of action, presumed dead. Later you reappear as if nothing happened, revealing you played dead or fainted. It may go badly for you if anything takes advantage of your apparent helplessness.

GEAR

You always have copies of your work, posters, books, etc., ready to be signed and handed out to fans. Plus a ride and a couple of normal weapons.

Ride (pick one):

- ☐ Tour bus with custom paint job
- ☐ Fancy sports car
- ☐ Barely street legal "civilian" military vehicle
- ☐ Limo with driver
- ☐ Classic old car
- ☐ Overpowered sports motorcycle

Normal weapons (pick two):

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



GETTING STARTED

To make your Celebrity, first pick a name and pronouns. Then follow the instructions to decide your look, ratings, moves, and gear. Finally, introduce yourself and pick history.

The default is that you're a film star, but you might also be famous in other media—look at how many horror novels star a horror novelist. References to your body of work in the playbook mean whatever media you've worked with.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Athletic, gorgeous, wholesome, distinguished, hyperactive, _____.
- Film star face, alluring face, characterful face, familiar face, grim face, sensual face, _____ face.
- Stage outfit, costume of your most famous character, casual clothes, fashionable clothes, incognito clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

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 Celebrity by name, pronouns, and look, and tell the group what they know about you.

HISTORY

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

- You've got a professional relationship. Are they your agent, lawyer, bodyguard, professional assistant, or co-star?
- Best frenemies—you met competing over something. Was it a monster hunt or a gig? Decide together how it turned out.
- The paparazzi caught you out together once. Was it a date or were you hunting a creature?
- They knew you before you became well-known: a cousin, a college roommate, or just an old friend.
- You've had a history of romance with this hunter (with the player's agreement). How long has it been going on? How consistent is it?
- They are (or used to be) your biggest fan and still have some memorabilia. Ask what their favourite piece is.
- They recruited you for your first hunt. What did you hunt, and how did it go?
- Your body of work includes advice that saved their life once. Ask what it was.

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 Tough, max +2
- ☐ Get +1 Sharp, max +2
- ☐ Get +1 Cool, max +2
- ☐ Take another Celebrity move
- ☐ Take another Celebrity move
- ☐ Gain an ally group—an entourage
- ☐ Choose two topics of occult lore (such as fringe science, ghosts, aliens, or incantations) and take +1 ongoing when using **fakelore** on those topics
- ☐ 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.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max +3
- ☐ Change this hunter to a new playbook
- ☐ Create a second hunter to play in addition to this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ Retire this hunter to safety
- ☐ Retire this hunter to increased fame
- ☐ Erase one used Luck mark from your playbook
- ☐ Your fame skyrockets, bringing you lots of new benefits and obligations to match

THE CHANGELING

"Uh, before you start with the awkward puberty talk, do most teenagers start growing gills?"

- ☐ **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

Changeling Special: When you spend a point of Luck, something or someone related to your inhuman heritage or human upbringing shows up soon.

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 three Changeling moves. You get this one:

- ☒ **Glamour:** Your appearance is clearly inhuman, making regular interaction with bystanders difficult. However, when feeling calm, you can maintain an illusion of humanity. You may drop your glamour and display your supernatural power to turn any roll into a 10. Your unknown heritage stirs up trouble right away or soon after.

Then pick two of these:

- ☐ **Inhuman Talent:** You're naturally skilled with a specific type of magic—perhaps plants, ice, illusions, or summer. You have +1 ongoing when you use a basic Weird move that uses these powers. In addition, at the start of each session, hold 2. Spend your hold for +1 forward on a move your powers can enhance.
- ☐ **They Are My People:** Once per session, when you **protect someone**, act as if you rolled a 12. You gain +1 forward when **acting under pressure** to resist instincts like your unknown heritage, other dark urges, and "fight or flight" situations.
- ☐ **Force of Nature:** You have a supernatural attack from your heritage. Choose its type: lightning, insect swarms, magical blades, or something else. When you *unleash your power*, roll +Weird. On any 7+, you summon a 1-harm close weapon for a short time. On a 10+, pick two extras. On a 7–9, pick one. On a miss, the power turns against you.
 - Extras: +1 harm, hand, far, autonomous, distracting, ignore-armour, area, grab, blind, stun
- ☐ **Lockdown:** You can stun people with a power like a petrifying gaze, overwhelming illusions, or bewildering moths. When you *freeze someone*, roll +Weird.
 - On a 10+, the target is immobilised for a few minutes or until something snaps them out of it.
 - On a 7–9, the target is immobilised for as long as you focus your attention, or until something snaps them out of it.
 - On a miss, it causes a magical backlash.Harming the target always snaps them out of it.
- ☐ **Faerie Gossip:** You can communicate with local spirits and mystical creatures. When you **investigate a mystery** by questioning these beings, you may roll +Weird instead of +Sharp, and may ask the following questions as well as the usual ones:
 - Is anything affecting the supernatural environment?
 - How long has _____ been in the area?
 - When did _____ first arrive?

- ☐ **Renewal:** You can speed the healing of those around you. When teammates and allies in your presence recover harm by any means, they recover 1 extra harm.
- ☐ **Strange Paths:** You can walk (or drive) between worlds. However, you don't know the way very well. When you *take an otherworld shortcut*, roll +Weird.
 - On a 10+, you arrive quicker than otherwise possible.
 - On a 7–9, you find trouble along the way. Perhaps you get only partway, encounter locals, or only save a little time.
 - On a miss, you arrive a little too late or have to deal with something blocking the way.

GEAR

Transportation (pick one):

- ☐ Skateboard
- ☐ Roller skates
- ☐ Bicycle
- ☐ Old pickup truck
- ☐ Motorcycle
- ☐ Van
- ☐ Fairly new car in decent condition
- ☐ Classic car in poor condition

Weapon (pick one):

- ☐ Sport club (2-harm hand innocuous messy)
- ☐ Pocket knife of multitool (1-harm hand useful small)
- ☐ Small handgun (2-harm close loud)
- ☐ Hunting rifle (3-harm far loud reload)
- ☐ Sledgehammer (2-harm hand messy slow)
- ☐ Fire axe (2-harm hand messy heavy)
- ☐ Talisman or artifact (1-harm close magic ignore-armour)

Mementos and gear (pick two):

- ☐ A childhood toy
- ☐ A laptop
- ☐ A knapsack, backpack, or purse
- ☐ A smartphone, mobile game device, or music player
- ☐ Old photos
- ☐ Jewellery
- ☐ A favourite piece of clothing
- ☐ A journal
- ☐ Letters or emails from home



UNKNOWN HERITAGE

Your non-human heritage has pitfalls you were never taught about. Pick three:

- ☐ Dietary restriction
- ☐ Hygienic need
- ☐ Unearned reputation
- ☐ Erratic power
- ☐ Strange thoughts
- ☐ Sensory bombardment
- ☐ Allergy to _____
- ☐ Repulsion from _____
- ☐ Attraction to _____
- ☐ Obsession with _____

The Keeper may introduce obstacles or distractions based on these tags. If you push through or ignore them, things can spiral out of control, and you may need to **act under pressure**.

Alternatively, devote time to dealing with it and put other concerns (like the current crisis, ongoing mystery, or personal issues) on hold. If you do, mark experience.

You always have the temptation to find out about your nature. When **investigating a mystery** with a source of supernatural knowledge, you may ask, “What do I learn about myself?” as one of your questions.

If the character gains any useful knowledge of themselves, word will get out among the supernatural world that they’re asking questions.

GETTING STARTED

To make your Changeling, first pick a name and pronouns. Then follow the instructions to decide your look, ratings, unknown heritage, moves, and gear. Finally, introduce yourself and pick history.

RATINGS, PICK ONE LINE:

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Inhuman features, moving hair, strange eyes, weird reflection, distorted shadow, _____.
- Sound of chimes, cold aura, creepy feeling, soothing presence, rainbow glimmers, smell of incense, _____.
- Friendly face, alluring face, laughing face, trustworthy face, average face, serious face, sensual face, _____ face.
- Normal clothes, ragged clothes, casual clothes, goth clothes, sporty clothes, work clothes, street clothes, nerdy clothes, _____ clothes.

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 Changeling by name, pronouns, 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 discovered you aren’t human. Ask them how they realised and how (if?) they told you.
- You suspect they know more about your heritage than they’re telling. Ask if your suspicion is correct.
- They tried to slay you, but decided you were innocent—or at least not evil. Ask what convinced them.
- You see them as your anchor to humanity. Ask them what sort of example they set.
- You are romantically involved with them, or a close relative of theirs. Decide together the exact relationship.
- They are family in every way but blood. Decide together the details of your relationship.
- They claim you and your people are part of their destiny. Ask them what they told you and tell them your reaction to this.
- They see you as a protégé to train for hunting. Ask them how persistent they are in this agenda.

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 Charm, max +2
- ☐ Take another Changeling move
- ☐ Take another Changeling move
- ☐ Gain an ally, associated with either the mortal or supernatural worlds
- ☐ Mark **use magic** (or your alternate Weird move) as advanced
- ☐ 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.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max +3
- ☐ Change this hunter to a new playbook
- ☐ Create a second hunter to play in addition to 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
- ☐ Remove one Unknown Heritage tag. You’ve now integrated well enough to avoid issues.
- ☐ Your character retires to a position of supernatural responsibility, preventing their involvement in mortal matters
- ☐ You find a home. Pick one:
 - A human group that has accepted you for what you are. Create as the Professional’s Agency, with one resource and one red tape.
 - You’ve been welcomed into a group of your supernatural heritage. Create as the Initiate’s Sect, with one good tradition and one bad tradition.
 - You’ve claimed a supernatural realm. Create as the Expert’s haven, with two options. You may **use magic** to access this realm from any location.

THE CHOSEN

Your birth was prophesied. You are the Chosen One, and with your abilities you can save the world. If you fail, all will be destroyed. It all rests on you. Only you.

- ☐ **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

Chosen special: When you spend a point of Luck, the Keeper will bring your fate into play.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐ ☐☐☐☐ Dying
Unstable: ☐

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

FATE

You get to decide what sort of fate is in store for you. Pick how you found out about your fate on the reverse side of this sheet.

MOVES

You get all of the basic moves, plus three Chosen moves.

You get these two:

- ☒ **Destiny's Plaything:** At the beginning of each mystery, roll + Weird to **see what is revealed about your immediate future.** On a 10+, the Keeper will reveal a useful detail about the coming mystery. On a 7-9 you get a vague hint about it. On a miss, something bad is going to happen to you.
- ☒ **I'm Here For A Reason:** There's something you are destined to do. Work out the details with the Keeper, based on your fate. You cannot die until it comes to pass. **If you die in play,** then you must spend a Luck point. You will then, somehow, recover or be returned to life. Once your task is done (or you use up all your Luck), all bets are off.

Then pick one of these:

- ☐ **The Big Entrance:** When **you make a showy entrance into a dangerous situation,** roll + Cool. On 10+ everyone stops to watch and listen until you finish your opening speech. On a 7-9, you pick one person or monster to stop, watch and listen until you finish talking. On a miss, you're marked as the biggest threat by all enemies who are present.
- ☐ **Devastating:** When **you inflict harm,** you may inflict +1 harm.
- ☐ **Dutiful:** When your fate rears its ugly head, and **you act in accordance with any of your fate tags** (either heroic or doom) then mark experience. If it's a heroic tag, take +1 forward.
- ☐ **Invincible:** You always count as having 2-armour. This doesn't stack with other protection.
- ☐ **Resilience:** You heal faster than normal people. Any time your harm gets healed, heal an extra point. Additionally, your wounds count as 1-harm less for the purpose of the Keeper's harm moves.

GEAR

You can have protective gear worth 1-armour, if you want.

You have a special weapon you are destined to wield.

YOUR SPECIAL WEAPON

Design your weapon by choosing a form and three business-end options (which are added to the base tags), and a material. For example, if you want a magic sword you could choose the following: handle + blade + long + magic.

Form (choose 1):

- ☐ staff (1-harm hand/close)
- ☐ haft (2-harm hand heavy)
- ☐ handle (1-harm hand balanced)
- ☐ chain (1-harm hand area)

Business-end (choose 3 options):

- ☐ artifact (add the "magic" tag)
- ☐ spikes (+1 harm, add the "messy" tag)
- ☐ blade (+1 harm)
- ☐ heavy (+1 harm)
- ☐ long (add the "close" tag)
- ☐ throwable (add the "close" tag)
- ☐ chain (add the "area" tag)

Material (choose 1):

Finally, pick what material the business-end is made from: add "steel," "cold iron," "silver," "wood," "stone," "bone," "teeth," "obsidian," or anything else you want.

Material: _____

GETTING STARTED

To make your Chosen, first pick a name. Then follow the instructions below to decide your look, ratings, fate, moves, gear, and your special weapon. Finally, introduce yourself and pick history.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Kid, teen, young, burnt-out, _____.
- Fresh face, haggard face, young face, haunted face, hopeful face, controlled face, _____ face.
- Preppy clothes, casual wear, urban wear, normal clothes, neat clothes, street wear, _____ clothes.

RATINGS, PICK ONE LINE:

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

YOUR FATE

How You Found Out (pick one):

- ☐ Nightmares and visions
- ☐ Some weirdo told you
- ☐ An ancient cult found you
- ☐ Sought out by your nemesis
- ☐ Attacked by monsters
- ☐ Trained from birth
- ☐ You found the prophecy

Then pick two heroic and two doom tags for your fate from the lists below. This is how your fate will unfold. It's okay to pick contradictory tags: that means your fate is pulling you both ways.

Whenever you mark off a point of Luck, the Keeper will throw something from your fate at you.

Heroic (pick two):

- | | |
|---|---|
| <input type="checkbox"/> Sacrifice | <input type="checkbox"/> True love |
| <input type="checkbox"/> You are the Champion | <input type="checkbox"/> You can save the world |
| <input type="checkbox"/> Visions | <input type="checkbox"/> Hidden allies |
| <input type="checkbox"/> Secret training | <input type="checkbox"/> The end of monsters |
| <input type="checkbox"/> Magical powers | <input type="checkbox"/> Divine help |
| <input type="checkbox"/> Mystical inheritance | |
| <input type="checkbox"/> A normal life | |

Doom (pick two):

- | | |
|--|--|
| <input type="checkbox"/> Death | <input type="checkbox"/> Sympathy with the enemy |
| <input type="checkbox"/> You can't save everyone | <input type="checkbox"/> Damnation |
| <input type="checkbox"/> Impossible love | <input type="checkbox"/> Hosts of monsters |
| <input type="checkbox"/> Failure | <input type="checkbox"/> The end of days |
| <input type="checkbox"/> A nemesis | <input type="checkbox"/> The source of Evil |
| <input type="checkbox"/> No normal life | |
| <input type="checkbox"/> Loss of loved ones | |
| <input type="checkbox"/> Treachery | |
| <input type="checkbox"/> Doubt | |

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 Chosen 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:

- You are close blood relations. Ask them exactly how close.
- They are destined to be your mentor. Tell them how this was revealed.
- Your best friend in the world, who you trust totally.
- A rival at first, but you came to a working arrangement.
- Romantic entanglement, or fated to be romantically entangled.
- Just friends, from school or work or something. Ask them what.
- They could have been the Chosen One instead of you, but they failed some trial. Tell them how they failed.
- You saved their life, back when they didn't know monsters were real. Tell them what you saved them from.

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

- | | |
|--|---|
| <input type="checkbox"/> Get +1 Charm, max +3 | <input type="checkbox"/> Take another Chosen move |
| <input type="checkbox"/> Get +1 Cool, max +3 | <input type="checkbox"/> Take another Chosen move |
| <input type="checkbox"/> Get +1 Sharp, max +3 | <input type="checkbox"/> Gain an ally |
| <input type="checkbox"/> Get +1 Tough, max +3 | |
| <input type="checkbox"/> Get +1 Weird, max +3 | |
| <input type="checkbox"/> Take a move from another playbook | |
| <input type="checkbox"/> 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.
- ☐ Get back one used Luck point.
- ☐ 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.
- ☐ Delete one of your Doom tags, and (optionally) one of your Heroic tags. You have changed that aspect of your destiny.

THE COVENANT

"The blood of the covenant is thicker than the water of the womb."

☐ **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

Covenant Special: When you spend a point of Luck, an ally needs your help, or needs you to spend some time with them.

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 two Covenant moves. Pick two of these:

- ☐ **Get Down!:** When you **protect someone**, you may choose to split the harm suffered with a nearby ally as well as yourself and the protected person.
- ☐ **Fast Friends:** When you meet a new being and *spend time befriending them*, roll +Charm.

- On a 10+, they become your ally.
- On a 7–9, they become your ally until the end of the mystery.
- On a miss, you've offended them.

You can only gain one permanent ally per mystery with this move (a second 10+ makes them an ally for the rest of the mystery).

- ☐ **Smash Cut:** Once per mystery, when you *reveal you asked an ally to do something for you*, describe the task as a flashback and roll +Cool.

- On a 10+, it went off smoothly. The Keeper describes the results.
- On a 7–9, it was either more dangerous or less effective than you hoped. The Keeper describes the results.
- On a miss, your allies are in serious danger right now.

- ☐ **The Geek in the Chair:** Your ally watches and guides you remotely. You may spend 1 hold from **read a bad situation** to warn someone about to suffer harm, preventing 2 harm. You gain +1 forward to **read a bad situation** in each new location.

- ☐ **Acolyte:** Either one of your existing allies has acquired supernatural powers or you have acquired a supernatural ally. You decide with the Keeper what sort of powers they have.

- ☐ **Who Said I Was Alone?:** Once per session, when your ally suddenly appears, treat a miss result as if you rolled a 7–9. Immediate consequences (such as suffering harm) apply to you, but the ally becomes the focus of attention.

- ☐ **Opening Doors:** Your allies have their own contacts and social circles. Once per session, an ally can arrange a meeting between you and someone they know. You have +1 ongoing to interact with your ally's contacts during this meeting.

COVENANT

You have a knack for keeping allies safe. Once per session, if an ally would be killed, describe how you help them survive and escape. They return, fully or mostly recovered, at the start of the next mystery.

FRIENDSHIP

You start with an ally. Pick a type (*Monster of the Week* hardcover, page 131) and a style:

- ☐ **Watson:** An individual, extra-competent ally.
- ☐ **Rolodex:** An ally team with various skills; tends to operate individually.
- ☐ **Unit:** A small group that usually operates as a team.

Describe the ally:

- | | |
|--|--|
| <input type="checkbox"/> Long-time coworker | <input type="checkbox"/> Loyal retainer |
| <input type="checkbox"/> Good buddy | <input type="checkbox"/> Mutually cursed |
| <input type="checkbox"/> Supernatural creature | <input type="checkbox"/> Something else: _____ |
| <input type="checkbox"/> Romantic interest | _____ |
| <input type="checkbox"/> Friendly employer | _____ |

GEAR

Communication device (pick one):

- ☐ Cell phone
- ☐ Summoning charm
- ☐ Walkie-talkie
- ☐ High-tech communicator
- ☐ Telepathic link
- ☐ Messaging relic

Utility item (pick one):

- ☐ A plentiful wardrobe of socially appropriate clothes
- ☐ Kevlar vest (1-armour)
- ☐ Cutting-edge laptop
- ☐ Ritual gear
- ☐ Extensive tool collection

Weapon (pick one):

- ☐ Heavy tool (2-harm hand utility innocuous)
- ☐ Summoned minion (2-harm close autonomous messy)
- ☐ Handgun (2-harm close reload loud)
- ☐ Bag of curses (1-harm close magic ignore armour)
- ☐ Shotgun (3-harm close messy loud)
- ☐ Hunting rifle (2-harm far loud)
- ☐ Sword (2-harm hand magic)

GETTING STARTED

To make your Covenant, first pick a name and pronouns. Then follow the instructions to decide your look, ratings, Covenant, moves, and gear. Finally, introduce yourself and pick history.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Warrior's build, trustworthy look, mystic tattoos, grease stains everywhere, _____.
- Tactical gear, matching outfit, summoner's robes, fashionable suit, _____ clothes.
- Exuberant manner, observant pose, confident stance, _____.

RATINGS, PICK ONE LINE:

- ☐ Charm+2, Cool-1, Sharp+1, Tough=0, Weird+1
- ☐ Charm-1, Cool+1, Sharp+2, Tough+1, Weird=0
- ☐ Charm+1, Cool+2, Sharp=0, Tough+1, Weird-1
- ☐ Charm=0, Cool+1, Sharp-1, Tough+2, Weird+1
- ☐ Charm+1, Cool=0, Sharp+1, Tough-1, 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 Covenant and ally by name, pronouns, 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 introduced you to your ally. Ask them how that happened. Decide together what the relationship is now.
- The first time you encountered a monster, they were there. Ask them whether they were already a veteran.
- You introduced them to the hunting lifestyle. Was it on purpose? Ask them how they feel about being dragged into this life.
- Your ally is a big fan of this hunter. Has the ally approached them? Ask the other hunter if they've noticed.
- They're related to your ally. Ask the other hunter what they think about your relationship.
- You are always trying to show off in front of them. Why do you do this? Ask what they think of it.
- They shared a traumatic encounter with you and your ally. What detail do you all disagree on?

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 +2
- ☐ Get +1 Weird, max +2
- ☐ Get +1 Charm, max +3
- ☐ Get +1 Sharp, max +2
- ☐ Get +1 Tough, max +2
- ☐ Take another Covenant move
- ☐ Take another Covenant move
- ☐ Take a move from another playbook
- ☐ Take a move from another playbook
- ☐ You gain a second ally. Pick a different style for them.
- ☐ Gain one type of contact as if from the Gumshoe's **naked city** move (*Tome of Mysteries*, page 34)

After you have leveled up five times, you qualify for advanced improvements in addition to these.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max +3
- ☐ Change this hunter to a new playbook
- ☐ Create a second hunter to play in addition to this one
- ☐ Retire this hunter to safety
- ☐ Mark two basic moves as advanced
- ☐ Mark another two basic moves as advanced
- ☐ Your Covenant now works twice per session
- ☐ Create a hunter based on one of your allies to play in addition to this one. If you die, they have +1 ongoing on tasks leading toward avenging or resurrecting the Covenant.

THE CROOKED

"Yeah, I've been around the block. A bit of this, a bit of that. When I came across the secret underworld of monsters and magic... well... it wasn't so different from the underworld I already knew. It was easy to find an angle, just like before."

- ☐ **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

Crooked special: Whenever you spend a Luck point, someone from your past will re-appear in your life. Soon.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐ ☐☐☐☐ Dying

Unstable: ☐

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

BACKGROUND

You worked a less-than-legal job before you became a monster hunter. What did you do?

- ☐ **Hoodlum.** You can use Tough instead of Charm to **manipulate someone** with threats of violence.
- ☐ **Burglar.** When you **break into a secure location**, roll +Sharp. On a 10+ pick three, on a 7-9 pick two: you get in undetected, you get out undetected, you don't leave a mess, you find what you were after.
- ☐ **Grifter.** When you are about to **manipulate someone**, you can ask the Keeper "What will convince this person to do what I want?" The Keeper must answer honestly, but not necessarily completely.
- ☐ **Fixer.** If you **need to buy something, sell something, or hire someone**, roll +Charm. On a 10+ you know just the person who will be interested. On a 7-9 you know the only person who can do it, but there's a complication. Pick one: you owe them; they screwed you over; you screwed them over. On a miss, the only person who can help is someone who absolutely hates you.
- ☐ **Assassin.** When you take your first shot at an unsuspecting target, do +2 Harm.
- ☐ **Charlatan.** When you want people to think you are using magic, roll +Cool. On a 10 or more, your audience is amazed and fooled by your illusion. On a 7-9 you tripped up a couple of times, maybe someone will notice. You may also **manipulate people** with fortune telling. When you do that, ask "What are they hoping for right now?" as a free question (even on a miss).
- ☐ **Pickpocket.** When you **steal something small**, roll +Charm. On a 10 or more, you get it and they didn't notice you taking it. On a 7-9 either you don't grab it, you grab the wrong thing, or they remember you later: your choice.

MOVES

You get all the basic moves, and two Crooked moves:

- ☐ **Artifact:** You 'found' a magical artifact with handy powers, and kept it. Pick one: Protective amulet (1-armour magic recharge), Lucky charm (may be used as a Luck point, once only), Grimoire (studying the book gives +1 forward to use magic), Skeleton key (opens any magically sealed lock), Imp stone (A weak demon is bound to serve the holder. The imp must be summoned with the **use magic** move).
- ☐ **Crew:** You have a regular crew, a team of three or four people who will help you out with pretty much anything. They count as a team (see page 119).
- ☐ **Deal with the Devil:** You sold your soul to the Devil. Pick one or two things you got out of the deal: wealth, fame, youth, sensual gratification, skill (add +1 to two ratings). Payment is due either when you die, in six months (if you picked two things) or otherwise in a year.
- ☐ **Friends on the Force:** You know a few cops who can be persuaded to look the other way, or do you a favour, for certain considerations. You can **act under pressure** to get in touch with them when you need to divert any law enforcement attention. There will be a cost, although maybe not right now.
- ☐ **Made:** You're "made" in a gang. Name the gang and describe how their operations tie into your background. You can call on gang members to help you out, but they'll expect to be paid. Your bosses will have requests for you now and again, but you'll be paid. Minor trouble will be overlooked, but you better not screw over any other made gangsters.
- ☐ **Driver:** You have +1 ongoing while driving, plus you can hotwire anything (the older it is, the fewer tools you need to do it). You also own two handy, widely-available vehicles (perhaps a sportscar and a van).
- ☐ **Home Ground:** Your crew made a point of keeping the locals happy - keeping them safe, ensuring things always went down okay. When you're back in your old neighbourhood, you can always find people who will hide you or help you with a minor favour, no questions asked.
- ☐ **Notorious:** You have a reputation from your criminal past. When **you reveal who you are**, your terrifying reputation counts as a reason for people to do what you ask, for the **manipulate someone** move. Revealing your identity to someone can create other problems later, of course.

GEAR

Effective weapons, pick three:

- ☐ .22 revolver (1-harm close reload small)
- ☐ .38 revolver (2-harm close reload loud)
- ☐ 9mm (2-harm close loud)
- ☐ Shotgun (3-harm close messy)
- ☐ Hunting rifle (2-harm far loud)
- ☐ Big knife (1-harm hand)
- ☐ Baseball bat (1-harm hand)
- ☐ Submachinegun (2-harm close reload area)
- ☐ Assault rifle (3-harm close/far area)

HEAT

You didn't get here without making enemies. Pick at least two of these and name the people involved:

- ☐ A police detective, _____, has made it a personal goal to put you away.
- ☐ You have a rival from your background, _____, who never misses a chance to screw you over.
- ☐ You pissed off a well-connected criminal, _____, and they'll do whatever they can to destroy you.
- ☐ _____ is someone with special powers, a person or monster, who you took advantage of.
- ☐ _____ is an old partner you betrayed in the middle of a job.

UNDERWORLD

Pick how you discovered about the real underworld. Keep this in mind when you select your moves in the next section, so that everything fits together.

- ☐ The target of a job was a dangerous creature. Pick one: vampire, werewolf, troll, reptiloid.
- ☐ You worked with someone who was more than they seemed. Pick one: sorcerer, demon, faerie, psychic.
- ☐ You were hired by something weird. Pick one: immortal, god, outsider, witch.
- ☐ Things went south on a job—including, but not limited to, running into (choose one): a horde of goblins, a hunger of ghouls, a dream-eater, a salamander.

GETTING STARTED

To make your Crooked, pick a name. Then follow the instructions in this playbook to decide your look, ratings, background, heat, underworld, moves, and gear. Finally, introduce yourself and pick history.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Hard eyes, friendly eyes, watchful eyes, smiling eyes, calculating eyes, _____ eyes.
- Street wear, tailored suit, cheap suit, tracksuit, non-descript clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

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 Crooked 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:

- This hunter knows about your criminal past. Tell them what crimes they saw you commit.
- This hunter was there when you decided to give up the life and hunt monsters instead. Work out together what happened.
- This hunter is your younger sibling or child (possibly adopted). You look out for them.
- This hunter is a cousin or more distant relative.
- This hunter saved your life when a monster had the drop on you. Now you owe them one.
- This hunter worked with you on a semi-legal or illegal job. Work out what it was.
- This hunter is your moral compass. When you talk over things with them, their advice keeps you on the straight and narrow.
- You're powerfully attracted to this hunter. Maybe someday you'll deserve them.

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- ☐ Get +1 Sharp, max +3
- ☐ Get +1 Tough, max +2
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Charm, max +2
- ☐ Take another Crooked move
- ☐ Take another Crooked move
- ☐ Gain an ally: one of your old crew.
- ☐ Recover a stash of money from the old days, enough to live without care... for a year or two.
- ☐ 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, from the list 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.



THE CURSE-EATER

"You can't always go for the kill. Sometimes a monster is an illness to be cured, not a danger to be destroyed."

◯ **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

Curse-eater special: Whenever you spend a Luck point, you develop a permanent mark related to one of your consumed magics.

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, and four Curse-eater moves.

You get these two:

■ **Devour Evil:** When you absorb a curse—from a monster, phenomenon, minion, or evil magic—roll one die. If the die shows a 1-3, mark one corruption, on a 4-5, mark two, and on a 6, mark three. For a monster or minion with half or more harm capacity remaining, mark one extra. If you have more corruption than consumed magics, ask the Keeper to provide you a power and downside this curse gives you. If the curse was small or short-lived, it is destroyed. If the curse is strong or long lasting (monsters, phenomenon, minions in particular) *and* you used its weakness, then the curse is lifted. Some curses cannot be lifted this way—these are temporarily but significantly reduced in power instead.

■ **Unleash Corruption:** When you have marked corruption, you may release a power you have consumed. Say how you use the power and clear one corruption, then choose whether to keep control or not. Controlled, the power does what you want. You erase the consumed magic line (including the power and downside). Uncontrolled, the power and downside both activate and the Keeper determines how it goes.

CORRUPTION

Okay □□□□□□□□ Lost

When you consume evil magic, you gain corruption as well as the ability to use some of those powers. Record what the magic was, the power it offers you, and the downside it asks of you. The Keeper will provide these, and can also confirm whether you are in the presence of a consumable curse. Repeated **devouring evil** may give the same or different effects. Other moves, starting with **unleash corruption**, depend on these corruptions.

If you *should* take corruption, but the track is full, you become a monster under the Keeper's control.

CONSUMED MAGIC (POWER, DOWNSIDE)

Then pick two of these:

□ **Devour Harm:** Touch someone (or some creature) who's hurt and mark one corruption to completely heal them. Mark half the harm they had suffered.

□ **Reach:** When you **use magic**, you may choose one of these alternate effects:

- Use the **devour evil** move at range.
- Use the **unleash corruption** move at range.
- Learn whether this magic may be devoured, and what the power and downside will be.

□ **Curse Whispers:** When you **investigate a mystery**, you may also ask:

- What sort of curse is this?
- Where did this curse come from?
- Is there a curse here that I can consume?

If you discover a curse (by any method) matching one you have previously consumed, take +1 forward.

□ **Ropes of Fate:** You can mystically hold a cursed being or object restrained (range: close). Roll +Cool.

- On a 10 or more, they're restrained for at least an hour.
- On a 7-9, they're restrained but choose one: it's not for long, you suffer 1-harm, or **unleash corruption**.
- On a 6 or less, it's unrestrained and very angry.

□ **Feel the Burn:** When you **unleash corruption**, you may clear one extra corruption, but you suffer 2-harm that cannot be reduced by any means.

□ **Fortune's Fool:** Mark three corruption to gain the effects of spending one Luck. Don't mark a consumed magic.

□ **Let It Go:** When you have three or more consumed magics marked, you may spend all consumed magics in place of all requirements for **use magic**. For **big magic**, the Keeper will tell you how many consumed magics you can lose in place of each requirement. Keep the corruption.

GEAR

You get some handy gear, two practical weapons, and a vehicle.

Handy gear, pick three:

- ☐ Mystical focus used when eating curses (perhaps a crystal, amulet, or ring)
- ☐ Pocket knife or multitool (1-harm hand useful small)
- ☐ A bag full of occult ingredients and spell reagents
- ☐ Manacles and chains
- ☐ Rope and zip ties
- ☐ Medallion of the Society of Curse-eaters
- ☐ Improvised protective gear (1-armour)
- ☐ Big net
- ☐ Grimoire of wardings and defenses
- ☐ Dowsing rods and pendulum

Practical weapons, pick two:

- ☐ Baseball or cricket bat (1-harm hand innocuous)
- ☐ Collapsible baton (1-harm hand small)
- ☐ Taser (2-harm hand/close stun electric)
- ☐ Tranquiliser rifle (3-harm close sedating)
- ☐ Pistol (2-harm close loud)

Vehicles, pick one:

- ☐ None
- ☐ Van
- ☐ Old car
- ☐ Pickup
- ☐ Truck

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Scarification, Birth mark, Tattoos, Unnatural colouring, _____ mark.
- Friendly eyes, Suspicious eyes, Cold eyes, Emotional eyes, _____ eyes.
- Work clothes, Practical clothes, Street clothes, Occult clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

GETTING STARTED

To make your Curse-eater, pick a name. Then follow the instructions in this playbook to decide your look, ratings, how it works, moves, and gear. Finally, introduce yourself and pick history.

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 Curse-eater 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're friends and confidants. What do you know about each other's fears and secrets?
- You saved them from a curse many years ago and have trusted each other since. Ask them what it was.
- You're suspicious of their powers and wonder if one day you'll need to consume that curse from them.
- They're suspicious of your powers. Ask them what they fear about you.
- You were both hunting the same monster and had an argument about killing it versus saving it. Decide between you who won that debate.
- You're family. What's the relationship? How does the rest of the family regard you?
- On your first hunt together, you unleashed consumed magic and put them in great danger. Ask what happened and how they feel about it now.
- They told you that you're fated to consume a curse that threatens the world. Ask if they know anything more about what's coming.

HOW CONSUMING MAGIC WORKS

When you consume/absorb evil magic, how does it work?

- ☐ You lay your hands on it and a visible glowing smoke transports the curse.
- ☐ You ritually eat some part of it.
- ☐ You closely embrace the cursed thing and spend several minutes bonding with it.
- ☐ You have an amulet that you must hold against it.
- ☐ Something else: _____

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 Weird, max +2.
- ☐ Get +1 Tough, max +2.
- ☐ Get +1 Charm, max +2.
- ☐ Take another Curse-eater move.
- ☐ Take another Curse-eater move.
- ☐ Make a consumed magic into a permanent custom move (with the group's agreement), then clear it.
- ☐ Clear all corruption, without clearing consumed magics. Don't erase the excess magics now, but you can't gain more until you release some of them.
- ☐ 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.
- ☐ Erase one used Luck mark from your playbook.
- ☐ Make a consumed magic into a permanent custom move (with the group's agreement), then clear it.
- ☐ Clear all corruption, without clearing consumed magics. Don't erase the excess magics now, but you can't gain more until you release some of them.



THE DIVINE

I am the Light, the Sword.

I am sent to defend the meek from Darkness.

All Evil fears me, for I am its end.

◯ **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

Divine special: When you spend a point of Luck, you get word your Mission requires something difficult that must be done. By you. Urgently.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐☐☐ Dying

Unstable: ☐

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, and pick three Divine moves:

- ☐ **Boss from Beyond:** At the beginning of each mystery, roll +Weird. On a 10+, your Superiors ask you to do something simple. On a 7-9, they ask you to do something complicated or difficult. In either case, you get to ask them one of the questions from the **investigate a mystery** move right now. On a miss, you are required to do something terrible. If you do not accomplish what they've ordered, you cannot use this move again until you have made up for your failure.
- ☐ **Angel Wings:** You can go instantly to anywhere you've visited before, or to a person you know well. When **you carry one or two people with you**, roll +Weird. On a 10+ you all go where you wanted. On a 7-9, you don't quite manage it. Either you are all separated, or you all appear in the wrong place.
- ☐ **What I Need, When I Need It:** You may store any small object you own, putting it into a magical space nobody can get to. You may retrieve anything you stored at any time; it appears in your hand.
- ☐ **Smite:** Your body and divine weapon always count as a weakness against the monsters you fight. Your unarmed attacks are 2-harm intimate hand messy.

GEAR

Pick one divine weapon:

- ☐ Flaming sword (3-harm hand fire holy)
- ☐ Thunder hammer (3-harm hand stun holy)
- ☐ Razor whip (3-harm hand area messy holy)
- ☐ Five demon bag (3-harm close magic holy)
- ☐ Silver trident (3-harm hand silver holy)

You also get divine armour (1-armour holy). It has a look suited to your divine origin.

- ☐ **Soothe:** When you talk to someone for a few seconds **in a quiet voice**, you can calm them down, blocking any panic, anger, or other negative emotions they have. This works even if the thing that freaked them out is still present, as long as your voice can be heard.
- ☐ **Lay On Hands:** Your touch can heal injury and disease. When you **lay your hands on someone hurt**, roll +Cool. On a 10+, heal 2 harm or an illness, plus they're stabilized. On a 7-9, you can heal the harm or illness as on a 10+, but you take it into yourself. On a miss, your aura causes them extra harm.
- ☐ **Cast Out Evil:** You may **banish an unnatural creature from your presence**. Roll +Tough. On a 10+ it is banished. On a 7-9 it takes a little while for the banishing to take effect—the creature has time to make one or two actions. Either way, the banished creature is unharmed, and you have no control over where it goes. This move may be used on unnatural hunters (e.g. the Monstrous). On a miss, something is keeping it here. That's bad.

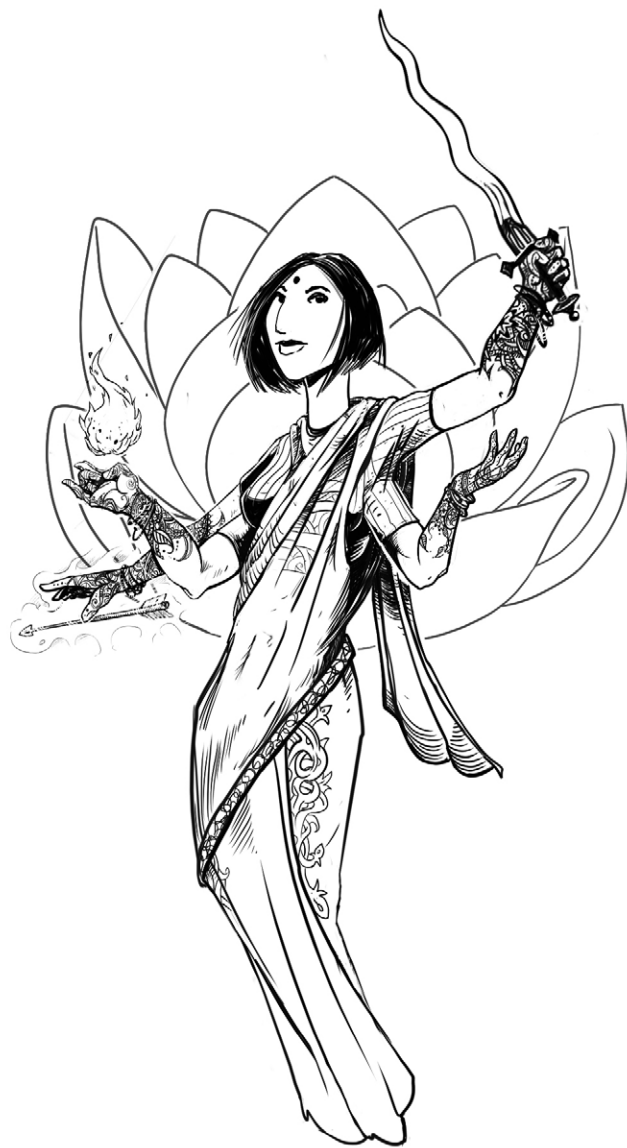
MISSION

You have been put on Earth for a purpose. Pick one:

- ☐ You are here to fight the schemes of an Adversary.
- ☐ The End of Days approaches. Your role is to guide these hunters and prevent it from coming to pass.
- ☐ The End of Days approaches. Your role is to guide these hunters and ensure it comes to pass.
- ☐ You have been exiled. You must work for the cause of Good without drawing attention from your brothers and sisters, as they are bound to execute you for your crimes.
- ☐ One of the other hunters has a crucial role to play in events to come. You must prepare them for their role, and protect them at *any* cost.

GETTING STARTED

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



PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Human, marked by divinity, inhuman, _____
- Blazing eyes, terrifying eyes, placid eyes, sparkling eyes, perceptive eyes, starry eyes, glowing eyes, _____ eyes.
- Dirty clothes, perfect suit, rumpled suit, casual clothes, practical clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

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 Divine 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:

- If you are protecting another hunter as your mission, tell them this: You have a crucial role in what is to come. I am here to guide and defend you.
- They should not be involved in this situation: the prophecies didn't mention them at all. This gets your attention but you don't know what it means yet.
- They are, at heart, a good and righteous person. You must help them stay that way.
- They are an abomination, and should be destroyed. Except you can't—work out with them why not.
- Their prayer (perhaps an informal or even unconscious prayer) summoned you.
- They fill you with feelings of sexual infatuation. You are confused by the associated mortal emotions.
- They saved your life, and you understand (intellectually at least) that you owe them for it.
- They're the person you go to for advice on mortal stuff (e.g sex, food, drugs, television, etc).

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- ☐ Get +1 Tough, max +3
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Charm, max +2
- ☐ Get +1 Sharp, max +2
- ☐ Get +1 Weird, max +2
- ☐ Take another Divine move
- ☐ Take another Divine move
- ☐ Gain a lesser divine being as an ally, sent from above to help with your mission
- ☐ 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, from the list 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.
- ☐ Change your mission. Select a different mission from the normal options, or (with the Keeper's agreement) a new mission of your creation.

THE ENVOY

"I am burdened with glorious purpose."

- ☐ **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

Envoy Special: Whenever you spend a point of Luck, your actions come under intense scrutiny, or the Overseers demand something specific and troublesome.

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 and two Envoy moves. Pick two of these:

- ☐ **Strangely Normal:** When you *behave with casual confidence* despite doing something weird, roll +Charm.
 - On a 10+, your odd behaviour is accepted and gives you an icebreaker to start a longer conversation if you want.
 - On a 7–9, someone becomes suspicious, starting a pointed conversation with you.
 - On a miss, someone takes offence.
- ☐ **Too Much Has Been Lost:** When you *research old tales to investigate a mystery*, ask one of these in addition to your normal questions:
 - What in this record is exaggerated?
 - What in this record is understated?
 - What in this record is manufactured?
 - What is this record missing?
- ☐ **The Council Has Made a Decision:** When you *defy a direct command* from the Overseers, hold 2. Spend this hold to turn a rolled move into a 10+, but the fallout gets worse each time you do.
- ☐ **Prime Directive:** When the Overseers' Values conflict with what you need to do, make a choice: uphold the Value or do what you need. You get +1 ongoing on moves that heighten the conflict. If the conclusion leaves the Overseers, hunters, and bystanders all content, mark experience.
- ☐ **Servant of the Secret Fire:** When you **help out** another hunter using supernatural or weird means, you also gain +1 forward. Once per session, you may use a basic Weird move you don't normally have access to. If you are not playing with alternate Weird moves, you may instead **use magic** as if you rolled a 10+.
- ☐ **From a Certain Point of View:** Your style of cooperation can appear dishonest. When you *use deceit to manipulate bystanders or allies*, roll +Cool.
 - On a 10+, everything goes smoothly.
 - On a 7–9, there is some collateral damage you didn't expect. Do you consider the success worth the cost?
 - On a miss, that went badly.
- ☐ **No One Listens to Zathras:** Once per mystery for each hunter, when you *give cryptic advice to another hunter*, they may ask the Keeper "What have I missed?" If they choose not to do so, they mark experience.

TASK

You have been given a task by the Overseers. Pick one:

- ☐ **Guide:** You are meant to guide people towards a desired end. What is it?
- ☐ **Herald:** You are meant to bring instructions to other people. What do you teach?
- ☐ **Watcher:** You are meant to search for signs of something. What are the signs?
- ☐ **Witness:** You are meant to record and observe ongoing events. What do you record?

SECRET WISDOM

You've received insight from your Task. *At the start of each session*, roll +Cool. On a 10+, hold 2. On a 7–9, hold 1. On a miss, hold 1, but the Keeper introduces a cruel choice or terrible truth related to your Task. Hold can be spent in different ways based on your Task:

- ☐ **Guide:** When you *advise as instructed by the Overseers*, spend 1 hold to **help out** without needing to be in the same place, or spend 2 hold to **help out** on a start-of-mystery or start-of-session move.
- ☐ **Herald:** When you *announce your Overseers' demands*, spend 1 hold to **manipulate** a monster, if it is capable of communication.
- ☐ **Watcher:** When you *examine the patterns of Fate*, spend 1 hold to **protect someone** even when you are not in the same place.
- ☐ **Witness:** When you *report to the Overseers*, spend 1 hold to grant any hunter one question as if they just **investigated a mystery**.

GEAR

Resources (pick one):

- ☐ Mysterious financial assets
- ☐ Access to exclusive spaces
- ☐ Communication devices
- ☐ Diplomatic credentials

Weapon (pick one):

- ☐ Defensive charm (1-harm close magic 1-armour)
- ☐ Holdout pistol (2-harm close small)
- ☐ Rebuking touch (1-harm hand holy)
- ☐ Whispered revelation (0-harm intimate stun)

OVERSEERS

The Envoy was sent or given a task by a higher power. Describe your Overseers according to their Values and your Concerns.

Their Values (pick two):

- ☐ Order
- ☐ Freedom
- ☐ Safety
- ☐ Compassion
- ☐ Secrecy
- ☐ Knowledge
- ☐ Honesty
- ☐ Power
- ☐ Growth
- ☐ Truth
- ☐ Something else:

Your Concerns (pick one):

- ☐ Overseers' internal politics
- ☐ Cryptic communication
- ☐ Strict rules
- ☐ Alien perspective
- ☐ Distant presence
- ☐ Secret underlying motives
- ☐ Purity
- ☐ Narrow-focused
- ☐ Big picture
- ☐ Something else:

The Envoy doesn't have a means to contact their Overseers easily in the way the Initiate and Professional can. This is by design—the Overseers are hands-off and esoteric compared to an Agency or Sect. You can **use magic** to reach out, otherwise contact is always at the Overseers' whim.

GETTING STARTED

To make your Envoy, first pick a name and pronouns. Then follow the instructions to decide your look, ratings, Overseers, moves, and gear. Finally, introduce yourself and pick a story.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Slender and shady, tall and imposing, plump and pleasant, gruff and grizzled, alien proportions, timelessly young, _____.
- Extremely normal, extra limbs, strange eyes, bionic implants, visible halo or aura, _____.
- Humble clothes, strange garb, clothes of light, clothes of darkness, eccentric clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

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 Envoy by name, pronouns, 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 were the first person you met after receiving your Task. Tell them if they witnessed the event itself. How did they react?
- They're a family member. Ask them what surprised them most about how you've changed.
- They're somehow integral to your Task. Ask them why the Overseers are interested in them.
- The Overseers have warned you about this hunter. What was the warning? Have you revealed this?
- You enjoy every minute you spend with them. Decide together what causes you to get along so well.
- They respect your Task and the work you do with the Overseers. Ask them if they respect the Overseers as much as the work.
- They've always listened to your worries. Have you ever taken advantage of their willingness to listen?
- They work efficiently with you. Decide together why others think you don't like each other.

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 Weird, max+2
- ☐ Get +1 Charm, max+2
- ☐ Get +1 Sharp, max+2
- ☐ Take another Envoy move
- ☐ Take another Envoy move
- ☐ Take a move from another playbook
- ☐ Take a move from another playbook
- ☐ Pick a second resource item from the Envoy's gear options
- ☐ Your Overseers provide bodyguards. You gain an ally or ally team. Choose their type: mortal operatives, invisible spirits, high-tech drones, or something else.
- ☐ Change your Task to another option

After you have leveled up five times, you qualify for advanced improvements in addition to these.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max+3
- ☐ Change this hunter to a new playbook
- ☐ Create a second hunter to play in addition to this one
- ☐ Retire this hunter to safety
- ☐ Mark two basic moves as advanced
- ☐ Mark another two basic moves as advanced
- ☐ Pick a secondary Task as well as your first
- ☐ Erase one used Luck point from your playbook
- ☐ Change any or all of the Overseers' Values and Concerns. What's changed?



THE EXPERT

I have dedicated my life to the study of the unnatural. I know their habits, their weaknesses. I may not be youngest or strongest, but my knowledge makes me the biggest threat.

- ☐ **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

Expert special: When you spend a point of Luck, you discover something happening now is related to something you were involved in years ago.

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 two Expert moves:

- ☐ **I've Read About This Sort Of Thing:** Roll +Sharp instead of +Cool when you **act under pressure**.
- ☐ **Often Right:** When a **hunter comes to you for advice** about a problem, give them your honest opinion and advice. If they take your advice, they get +1 ongoing while following your advice, and you mark experience.
- ☐ **Preparedness:** When **you need something unusual or rare**, roll +Sharp. On a 10+, you have it here right now. On a 7-9 you have it, but not here: it will take some time to get it. On a miss, you know where it is, but it's somewhere real bad.
- ☐ **It Wasn't As Bad As It Looked:** Once per mystery, you may attempt to **keep going despite your injuries**. Roll +Cool. On a 10+, heal 2 harm and stabilize your wounds. On a 7-9 you may either stabilize or heal 1 harm. On a miss, it was worse than it looked: the Keeper may inflict a harm move on you, or make your wounds unstable.
- ☐ **Precise Strike.** When you inflict harm on a monster, you can **aim for a weak spot**. Roll +Tough. On a 10+ you inflict +2 harm. On a 7-9 you inflict +1 harm. On a miss, you leave yourself open to the monster.
- ☐ **The Woman (or Man) With The Plan: At the beginning of each mystery**, roll +Sharp. On a 10+ hold 2, on a 7-9 hold 1. Spend the hold to be where you need to be, prepared and ready. On a miss, the Keeper holds 1 they can spend to put you in the worst place, unprepared and unready.
- ☐ **Dark Past:** If **you trawl through your memories** for something relevant to the case at hand, roll +Weird. On a 10+ ask the Keeper two questions from the list below. On a 7-9 ask one. On a miss, you can ask a question anyway but that will mean you were personally complicit in creating the situation you are now dealing with. The questions are:
 - *When I dealt with this creature (or one of its kind), what did I learn?*
 - *What black magic do I know that could help here?*
 - *Do I know anyone who might be behind this?*
 - *Who do I know who can help us right now?*

HAVEN

You have set up a haven, a safe place to work. Pick three of the options below for your haven:

- ☐ **Lore Library.** When you hit the books, take +1 forward to **investigate the mystery** (as long as historical or reference works are appropriate).
- ☐ **Mystical Library.** If you use your library's occult tomes and grimoires, preparing with your tomes and grimoires, take +1 forward for **use magic**.
- ☐ **Protection Spells.** Your haven is safe from monsters—they cannot enter. Monsters might be able to do something special to evade the wards, but not easily.
- ☐ **Armory.** You have a stockpile of mystical and rare monster-killing weapons and items. If you **need a special weapon**, roll +Weird. On a 10+ you have it (and plenty if that matters). On a 7-9 you have it, but only the minimum. On a miss, you've got the wrong thing.
- ☐ **Infirmary.** You can heal people, and have the space for one or two to recuperate. The Keeper will tell you how long any patient's recovery is likely to take, and if you need extra supplies or help.
- ☐ **Workshop.** You have a space for building and repairing guns, cars and other gadgets. Work out with the Keeper how long any repair or construction will take, and if you need extra supplies or help.
- ☐ **Oubliette.** This room is isolated from every kind of monster, spirit and magic that you know about. Anything you stash in there can't be found, can't do any magic, and can't get out.
- ☐ **Panic Room.** This has essential supplies and is protected by normal and mystical means. You can hide out there for a few days, safe from pretty much anything.
- ☐ **Magical Laboratory.** You have a mystical lab with all kinds of weird ingredients and tools useful for casting spells (like the **use magic** move, big magic, and any other magical moves).

GEAR

You get three monster-slaying weapons.

Monster-slaying weapons (pick three):

- ☐ Mallet & wooden stakes (3-harm intimate slow wooden)
- ☐ Silver sword (2-harm hand messy silver)
- ☐ Cold iron sword (2-harm hand messy iron)
- ☐ Blessed knife (2-harm hand holy)
- ☐ Magical dagger (2-harm hand magic)
- ☐ Juju bag (1-harm far magic)
- ☐ Flamethrower (3-harm close fire heavy volatile)
- ☐ Magnum (3-harm close reload loud)
- ☐ Shotgun (3-harm close messy loud)

GETTING STARTED

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



PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Thoughtful face, lined face, scarred face, contemplative face, stern face, avuncular face, experienced face, ancient face, _____ face.
- Old fashioned clothes, casual clothes, utility clothes, tailored clothes, outdoor clothes, _____ clothes.

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=0, Sharp+2, Tough-1, 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 Expert 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 are your student, apprentice, ward, or child. Between you, decide which.
- They came to you for advice, and your advice got them out of trouble. Ask them what the trouble was.
- They know about some of your dark secrets, but they've agreed to keep quiet about them. Tell them what they know.
- A distant relation. Tell them exactly what.
- You were previously both members of an eldritch group, now disbanded. Ask them why *they* left, then tell them why *you* did.
- They once helped you get a singular item that is now part of your haven. Tell them what it was.
- You were taught by the same master. Ask them how it ended.
- You saved their life in a tight spot. Tell them what happened.

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 Expert move
- ☐ Take another Expert move
- ☐ Add an option to your haven
- ☐ Add an option to 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.
- ☐ Get back one used Luck point.
- ☐ 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.

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.

Okay ☐☐☐☐☐☐ Doomed

Flake special: When you spend a point of Luck, pick an aspect of the current situation. The Keeper will tell you what other conspiracies that aspect connects to.

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.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

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

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

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:

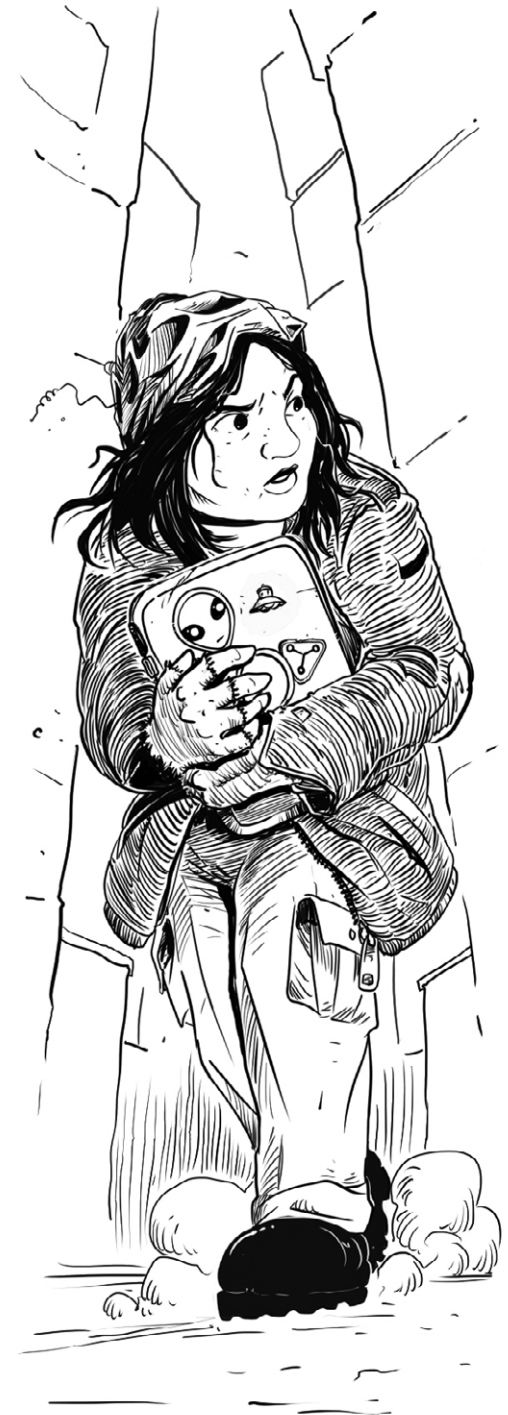
IMPROVEMENTS

- ☐ 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.



THE FORGED

"I was created to be a tool, but I don't want to be stuck that way forever."

☐ **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

Forged Special: When you spend a point of Luck, your Flaw or Burden comes up.

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 two Forged moves. You get this one:

- ☒ **Partner:** Choose another hunter or create an ally to be your wielder/partner, then pick two bonds and one burden. The partner can be changed via a **big magic** ritual (maybe including a duel or gift-giving), or if they die.

Bonds (pick two):

- | | |
|--|--|
| <input type="checkbox"/> Telepathic link | <input type="checkbox"/> Speaking in each other's name |
| <input type="checkbox"/> Locational awareness | |
| <input type="checkbox"/> Imitate your partner | |
| <input type="checkbox"/> Something else: _____ | |

Burdens (pick one):

- | | |
|--|---|
| <input type="checkbox"/> Emotional bleed-over | <input type="checkbox"/> Separation pains |
| <input type="checkbox"/> Dire curse | <input type="checkbox"/> Covetous seeker |
| <input type="checkbox"/> Dread enemy | |
| <input type="checkbox"/> Something else: _____ | |

DUAL NATURE

You may freely transform between your human and weapon shapes. You can't **kick some ass** when in weapon form, but when wielded as a weapon, your bearer adds harm equal to your Weird. Pick your base range, benefits, and flaw.

Range (pick one):

- | | |
|-----------------------------------|--------------------------------|
| <input type="checkbox"/> Intimate | <input type="checkbox"/> Close |
| <input type="checkbox"/> Hand | <input type="checkbox"/> Far |

Benefits (pick two):

- ☐ Magic: Add the "magic" tag
- ☐ Vicious: You deal +1 harm
- ☐ Precise: You deal +1 harm
- ☐ Life Drain: Add the "life-drain" tag; you may heal your wielder instead of yourself
- ☐ Reach: Add another range
- ☐ Defensive: Add 1-armour for your wielder
- ☐ Sweeping: Add the "area" tag
- ☐ Elemental: Add matching tags such as "fire," "wind," "lightning," "mind," or "darkness"

Flaws (pick one):

- | | |
|--------------------------------------|-----------------------------------|
| <input type="checkbox"/> Conspicuous | <input type="checkbox"/> Unwieldy |
| <input type="checkbox"/> Distinctive | <input type="checkbox"/> Charging |
| <input type="checkbox"/> Restricted | |

Then pick one of these:

- ☐ **Tactical Advice:** When working closely with your partner, you may transfer any +1 ongoing benefits from **read a bad situation** to them. You and your partner also have +1 ongoing to **help each other out**.
- ☐ **My Outlet:** You have a hobby that deepens your sense of self. Well, you hope that's what it does anyhow. Once per mystery, when you *spend time on your hobby*, roll +Cool. On a 10+, hold 2. On a 7–9, hold 1. On a miss, something happens to shake your confidence.
 - Spend 1 hold for +1 forward.
 - Spend 2 hold to upgrade your level of success. A miss becomes a 7–9, a 7–9 becomes a 10+, and, if the move is advanced, a 10+ becomes a 12+.
- ☐ **To My Side:** You're always ready to magically come to your partner. Roll +Weird and pick one:
 - Summon your partner to your position, or vice versa.
 - Switch positions with your partner.On a 10+, it happens. On a 7–9, either one or both of you ends up in slightly the wrong spot, Keeper's decision. On a miss, you're both scattered and lose contact.
- ☐ **Ritual Use:** When doing **big magic**, pick one:
 - Gain +1 ongoing while taking part in the ritual.
 - Your involvement replaces one requirement.
- ☐ **Don't Worry About Me:** When you *neglect your needs to aid someone*, mark experience and if it's for your partner, take +1 forward. When you *assure a non-partner hunter you're fine* after suffering harm, they get +1 forward.
- ☐ **Pointing the Way:** When you *remind someone of their obligations*, you take +1 forward to **manipulate someone**. When you **read a bad situation**, add "What should we do to keep our promises?" to your list of questions.



GEAR

Sentimental objects (pick one):

- ☐ A memento of a past partner you had strong emotions regarding
- ☐ A mysterious brand or mark that appears on both your forms
- ☐ A gift given to you by a small child
- ☐ A notebook you write poetry in
- ☐ A favourite novel

Human-form self-defence method (pick one):

- ☐ Natural warrior (1-harm intimate/hand)
- ☐ Wrestler (2-harm intimate/hand grab forceful)
- ☐ Dagger (1-harm intimate/hand)
- ☐ Holdout pistol (1-harm close small)

ORIGIN

Forging (pick one):

- ☐ You always thought you were human.
- ☐ You gained sentience by the perfection of your maker's craft.
- ☐ You used to be a supernatural being.
- ☐ A magical accident resulted in your creation.
- ☐ You were created to fulfil an obligation.
- ☐ "You know what? I don't remember."
- ☐ Something else: _____

Partnering (pick one):

- ☐ Your partner displayed great faith and devotion.
- ☐ Your partner solved puzzles requiring wit and wisdom.
- ☐ Your partner won your allegiance through power and might.
- ☐ You were created specifically for your partner.
- ☐ Your partner swore to perform a task and you are to aid them.
- ☐ You met through sheer luck and happenstance.
- ☐ Something else: _____

RATINGS, PICK ONE LINE:

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

GETTING STARTED

To make your Forged, first pick a name and pronouns. Then follow the instructions to decide your look, ratings, dual nature, origin, moves, and gear. Finally, introduce yourself and pick history.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

Human look:

- Slender, stocky, tall, short, very average, _____.
- Metal hair, strange colours, odd scent, runic tattoos, _____.
- Recent trendy fashion, aggressively bland clothes, mismatched clothes, _____ clothes.

Weapon look:

- Book, amulet, sword, axe, shield, gun, _____.
- Silver, concentrated magic, bone, steel, obsidian, _____.
- Cold, warm, bell chimes, slight breeze, sadness, _____.
- Marks: serial number, wizard's glyph, runic inscription, pictograph, _____.

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 Forged by name, pronouns, 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 awakened your dormant form. Did you appear as a human or weapon before that? Decide how you each reacted.
- They know things about your legend that you're unaware of. Tell them a secret you didn't know yourself. Ask if they've revealed it to you.
- Prophecies say they're connected to your past. Have you told them about it? Decide together what the connection is.
- They always treat you as a person regardless of what form you're in. What do you think of that? Ask them why they do it.
- They engineered the meeting between you and your current partner. Ask them why they did that.
- They seem to think your weapon form is a curse you need to be freed of. Do you agree?
- You share interests or hobbies. Decide together what they are.
- You were created to kill them—either individually or their people. Tell them why you've turned against this purpose and ask them if they know about it.

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 Weird, max+3
- ☐ Get +1 Tough, max+2
- ☐ Get +1 Sharp, max+2
- ☐ Get +1 Cool, max+2
- ☐ Take another Forged move
- ☐ Take another Forged move
- ☐ Take a move from another playbook
- ☐ Take a move from another playbook
- ☐ Pick another benefit for your weapon form
- ☐ You can choose to count your current wielder as your **partner** for the purpose of your moves. Your chosen partner still counts as well.

After you have leveled up five times, you qualify for advanced improvements in addition to these.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max+3
- ☐ Change this hunter to a new playbook
- ☐ Create a second hunter to play in addition to this one
- ☐ Get a second **partner**
- ☐ You are able to wield yourself in weapon form, either by magical flight or manifesting a spectral figure to hold you. This frees up your wielder to do other things, while you fight on your own.
- ☐ Mark two of the basic moves as advanced
- ☐ Choose an advanced move you have. Anyone wielding you treats that move as advanced.
- ☐ Choose another advanced move you have. Anyone wielding you treats that move as advanced.
- ☐ Retire this hunter to safety
- ☐ Choose to be either human or weapon permanently from now on. Either retire to safety or change playbooks.

THE GUMSHOE

◯ 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

Gumshoe Special: When you use a point of Luck your next regular case will actually be a mystery for your hunter group, not a regular case at all (and the monster will focus its attention on you!)

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.

GUMSHOE CODE

With the agreement of the Keeper, pick a one-sentence Code that your Gumshoe adheres to.

Example Codes: *Murders must be punished. Monsters must be destroyed. Innocents must be saved. Laws must be enforced. Evil must be exposed. The weak must be protected from the powerful.*

This Code defines your Gumshoe. Any time you violate your code you forfeit all Code related moves (**The Postman Always Rings Twice**, **The Long Goodbye**) and the ability to spend Luck points. These forfeits last either until the next mystery or you make amends. As long as you follow the Code people will sense your sincerity: you receive +1 ongoing for **manipulate someone** and you may not be possessed or charmed by any sort of supernatural, alien, or demonic entity or item.

MOVES

You get three Gumshoe moves. You get these two:

■ **Occult Confidential:** The first time in each mystery that you observe a monster, minion, or phenomenon in action, you may ask one question from the **investigate a mystery** list.

■ **The Naked City:** You have lots of personal contacts wherever you go. Pick four contact types from the following areas (or from other areas agreed to between you and the Keeper):

Academics, Accountants, Artists, Bartenders, Clergy, Conspiracy Theorists, Construction, Courts, Criminals (organised), Criminals (street), Cultists, Engineers, Espionage, Film and TV, Forensic Scientists, Fringe Scientists, Hackers, Journalists, Lawyers, Mechanics, Media, Medical Practitioners, Military, Morgue, Occult, Police (local), Police (national), Politicians, Prisons, Private Security, Property Developers, Stage Magicians, Technologists, Transportation

You can hit them up for info (+1 to one **investigate a mystery** roll) or small favours—but there may be a small cost involved. Personal contacts can provide more significant help but the Keeper decides their price on a case-by-case basis.

Then pick one of these:

□ **The Postman Always Rings Twice:** Twice per mystery—as long as you follow your Code—you may reroll a roll.

□ **The Long Goodbye:** You can't die with an open case. Specifically, you suffer all harm as normal but your death is postponed until you have either completed or abandoned the case, or you break your Code (then all bets are off).

□ **Jessica Jones Entry:** When you double-talk your way into a secure location, roll +Charm. On a 10+ pick three, on a 7-9 pick two, on a fail pick one:

- You don't leave any trace of what you searched.
- You find what you wanted.
- You find something else that's important.
- You don't piss anyone off.
- You aren't recognised.

□ **Out of the Past:** You have a police buddy who will do you big favors. Get in touch with them when you need to redirect law enforcement attention, get a heads-up on what operations are planned, or access police files. You now owe them: expect them to collect on it soon.

□ **Asphalt Jungle:** You heal faster than normal people. Any time your harm gets healed, heal an extra point. You are immune to all the harm move effects under '0-harm' and '1-harm' (when the Keeper would apply these, you ignore it).

□ **Hacker with a Dragon Tattoo:** When you hack into a computer system, roll +Sharp. On 10+ pick two, on a 7-9 pick one. You:

- ... leave no traces.
- ... learn something important.
- ... can leave misinformation in place.
- ... gain access to somewhere you want to get in to.

□ **"Just one more thing":** When you ask a suspect leading questions, roll +Charm. On a 10+ hold 2, on a 7-9 hold 1, on a miss hold 1 but something bad is going to happen too.

Spend your hold to ask questions from this list:

- One question from the **investigate a mystery** list.
- Was that a lie?
- What is something you left out that you didn't want me to notice?
- Are you complicit with any ongoing criminal activity?
- Did you commit this specific crime?

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Angelic face, unshaven face, handsomely devilish face, world-weary face, sly face, streetwise face, quiet face, knowing face, watchful face, merry face, obvious ex-cop face, hunted face, _____ face.
- Nondescript clothes, tailored clothes and sunglasses, vintage clothes, fashion clothes, fedora and trench coat, California casual, biker clothes, Pacific island casual, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

You get a laptop, a liquor flask, two recording devices, and one P.I. weapon.

Recording devices (pick two):

- | | |
|--|---|
| <input type="checkbox"/> Night vision camera | <input type="checkbox"/> Cassette tape recorder |
| <input type="checkbox"/> Tiny digital video camera | <input type="checkbox"/> Remote-controlled camera drone |
| <input type="checkbox"/> Film camera (8mm or 16mm) | <input type="checkbox"/> Laser microphone |
| <input type="checkbox"/> Digital sound recorder | <input type="checkbox"/> SLR camera |

P.I. Weapons (pick one):

- | | |
|--|--|
| <input type="checkbox"/> Brass knuckles (1-harm hand small) | <input type="checkbox"/> Magnum (3-harm close reload loud) |
| <input type="checkbox"/> .38 revolver (2-harm close reload loud) | <input type="checkbox"/> Shotgun (3-harm close messy loud) |
| <input type="checkbox"/> 9mm (2-harm close loud) | <input type="checkbox"/> Switchblade (1-harm hand small) |

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 Gumshoe 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:

- You are on the same (or rival) bowling teams. Ask them what bowling-related disagreement rubbed them the wrong way.
- You caught them committing a crime but let them go. Ask them to describe the crime, then you explain why your Code required you to look the other way.
- They remind you of a former partner who was mysteriously murdered. Describe the unsolved case that killed your partner and how you hope to solve it.
- You first approached them for help on a case. Describe the case. Ask them to describe the key expertise they provided that solved that mystery.
- You were friends back in training, before you became a private investigator. This could be military, law enforcement, or whatever—decide the details between you.
- Ask them if they live by a code and what it is. If you approve of the code, you've always respected them. If not (or if they don't have a code), you've never trusted them.
- They hired you for a job but you were too drunk or high to take it. Ask them what they wanted, then tell them how you brushed them off.
- You first met on an unsolved crimes website. Decide together what infamous crime fascinates you both.

"You won't understand this... When I take a case, I'm supposed to do something about it. You're supposed to do something about it whether you like it or not. You've got to pay for what you've done, sweetheart, whatever it is I might feel about you. Yes, I'll have some bad nights, but I'll still have myself."

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- ☐ Get +1 Charm, max +3
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Sharp, max +3
- ☐ Get +1 Tough, max +2
- ☐ Take another Gumshoe move.
- ☐ Take another Gumshoe move.
- ☐ Add another harm box to your track, before Dying.
- ☐ Get a haven (your office, perhaps), like the Expert has, with two options.
- ☐ Add four additional or new contacts for your **Naked City** move.

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.
- ☐ Make up 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.
- ☐ Turn one of your contacts into an ally.
- ☐ Retire this hunter to safety.
- ☐ Erase one used Luck mark from your playbook.



THE HEX

☐ 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

Hex Special: When you spend Luck, until the end of the mystery, backlash on your spells will be extra nasty.

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.

"I didn't have magic fall into my lap. I'm not blessed, I'm not one of the scary children—I'm just a girl who found a way to give herself the strength to fight this war. I don't have the option of not taking this risk."

ROTES

Whenever you **use magic**, you can decide afterwards that a particular spell is a **rote** that you know. See the separate Rotes sheet for more details.

TEMPTATION

You have a dangerous drive that you pursue, sometimes to the exclusion of your own safety. Decide if your Temptation drove you to learn magic, or if learning magic drove you to it.

Whenever you give in to your Temptation and act accordingly, you mark experience. You need to **act under pressure** to resist giving in to your temptation, if a perfect opportunity presents itself; if you fail this roll, you don't mark experience like you would have if you'd willingly acted out your desires.

Choose one Temptation:

- ☐ **Vengeance:** Use magic to inflict disproportionate retribution on someone who wronged you.
- ☐ **Power:** Use magic to exert your dominance over another.
- ☐ **Addiction:** Use magic to do what you could do without it.
- ☐ **Callousness:** Use magic without regard for the safety of others.
- ☐ **Carnage:** Use magic to inflict gruesome violence.
- ☐ **Secrets:** Use magic to discover forbidden, dangerous knowledge.
- ☐ **Glory:** Use magic to steal someone's thunder.

MOVES

You have three Hex moves. You have this one:

- ☒ **Bad Luck Charm:** Whenever you **use magic** and miss, the backlash never affects you directly if there's someone else around to hit. It'll go for allies, other hunters, and innocent bystanders. Sometimes, every so often, it might even hit an enemy.

Plus pick two of these:

- ☐ **Burn Everything:** When you **use magic** to inflict harm, you can choose to inflict 3-harm area magic obvious or 3-harm ignore-armour magic obvious.
- ☐ **Cast the Bones:** Once per mystery, you may perform some kind of divination (tarot, casting the runes, reading entrails, or something like that) to glean information about the future. When you seek guidance by divination, roll +Sharp. On a 10+, hold 2. On a 7-9, hold 1. On a miss, you get some information, but it's not what you want to hear. Spend those holds to ask any question from the **investigate a mystery** move, or one of the following questions:
 - What can I gain from this person/place/thing/creature?
 - Who has touched this person/place/thing/creature before me?
 The Keeper will answer truthfully, with either a direct answer or how to find out more.
- ☐ **Force of Will:** When you apply your will to dispelling a magical effect, blocking a spell, or suspending a Phenomenon, roll +Weird. On a hit, momentary magics are cancelled completely, and long-lasting spells and effects are suspended temporarily. On a 10+, you can also spend Luck to instantly snuff out a powerful spell or strange effect. On a 7-9, you take 1-harm as the strain of dismissing magic unravels you.
- ☐ **Luck of the Damned:** After you **use magic** or cast a rote, take +1 forward on the next roll you make.
- ☐ **Sympathetic Token:** As long as you carry a personal object belonging to someone, such as a lock of hair, a full set of toenails, or a treasured family heirloom, you get +1 ongoing to **use magic** against them. You can also **use magic** against them at a distance. If you try to **use magic** against them and miss, the token is lost, destroyed, or loses its power.
- ☐ **This Might Sting:** You can **use magic** to heal 3-harm, but the process is exceptionally painful. On a 7-9 it also leaves a gnarly scar.
- ☐ **Wise Soul:** Whenever you **use magic**, right before you roll, you can ask the Keeper what exactly would happen on a miss. If you dislike the risk, you can stop at the last second, and let the spell fizzle harmlessly. All of the effort is wasted.

GETTING STARTED

To make your Hex, first pick a name. Then follow the instructions below to decide your look, ratings, moves, Temptation, and gear. Finally, introduce yourself and pick history.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Sharp eyes, angry eyes, glowing eyes, shifty eyes, serene eyes, featureless eyes, _____ eyes.
- Retro clothes, hippy clothes, trendy clothes, too-formal clothes, ill-fitting clothes, anachronistic clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

You have whatever magical items or amulets you use to perform magic, including whatever you need to cast your rites. You also have two wizardly weapons.

Wizardly weapons, pick two:

- ☐ .38 revolver (2-harm close reload loud)
- ☐ Shotgun (3-harm close messy loud)
- ☐ Athame (2-harm hand magic silver)
- ☐ Shillelagh (1-harm hand balanced)
- ☐ Crossbow (2-harm close slow)
- ☐ Staff (1-harm hand balanced large)

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 Hex 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 once cast a powerful spell or curse on them. Tell them why, and ask them how it ended.
- They fear your power, or what you might do with it. Ask them why.
- You're madly in love with them. Ask them if they can tell.
- They encourage you to indulge your temptation. Ask them why.
- They keep you grounded, and are unfazed by your displays of power.
- You were part of the same cult, sect, or secret society. Decide together what horrible things you did in the name of power.
- You learned through divination that they're important and you should help them. Decide whether you've told them or not.
- They helped you out when a spell went awry. Tell them what the spell was, and ask them how they helped you.

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- ☐ Get +1 Weird, max +3.
- ☐ Get +1 Cool, max +2.
- ☐ Get +1 Charm, max +2.
- ☐ Get +1 Sharp, max +2.
- ☐ Take another Rote.
- ☐ Take another Rote.
- ☐ Take another Rote.
- ☐ Take another Hex move, or an additional Rote.
- ☐ Take another Hex move, or an additional Rote.
- ☐ Take a Haven, like the Expert has, with two options.
- ☐ 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.
- ☐ Make up 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.
- ☐ Gain another two Rotes.
- ☐ Choose one advanced Hex move (see below).

ADVANCED HEX MOVES

When you take the "Choose one advanced Hex move" improvement, choose one of these moves. You can never have both:

- ☐ **Apotheosis:** You become a terrifying fount of mystical power. Once per mystery, after you suffer loss or harm, you may enter a state where you have both immense power and zero interest in the well-being of other people. While in this state, you can fly, use +Weird to **kick some ass** instead of +Tough (using innate magic as a 3-harm weapon with whatever properties you choose), ignore the component costs of your rites, ignore one requirement of every spell you cast with **use magic**, and you have +1 ongoing to do everything. On the other hand, you outright cannot use the **protect someone** move, you have all the Temptations, and you have to indulge them whenever a good opportunity presents itself. When you try to resist a temptation, roll +Cool. On a 10+, your apotheosis ends. On a 7-9, it ends with you doing something dangerous or cruel. On a miss, it ends only after you harm someone (or something) you love.
- ☐ **Synthesis:** You manage to conciliate your dark power with your moral impulses. You lose your Temptation. Whenever you **use magic to help out** or **protect someone**, you mark experience. Mark a second experience if you do it at the expense of your own safety.

ROTES (THE HEX)

Whenever you **use magic**, you can decide afterwards that a particular spell is a **rote** that you know. Write down in detail what the spell does, and what it requires. You know how to cast it off the top of your head, and you choose two requirements from this list:

- Magic words and ritual gestures.
- An object of power (wand, talisman, orb, staff, etc) which must be wielded.
- An expendable component such as sulfur, sage, or incense, which must be burned, blown, or scattered during the casting.
- Runes or symbols written or engraved on a surface (which must be prepared).
- A spilling of blood, which inflicts 1-harm upon you or a willing participant.

Give your new rote a name, and decide specifically what the requirements are (which words, gestures, objects, symbols, and procedures are required). Unlike regular **use magic**, a rote's cost and the consequences for failing it are known to you in advance. After you cast it for the first time, treat each rote as a custom move—a specialised version of use magic, which is built with the Keeper. Write down what it does on a 10+, a 7-9, and a miss. Also, a rote is a bit more powerful than a basic **use magic** spell: its glitches are less onerous and its effect may be a little bigger.

Casting a rote requires you to have the needed items at hand and the ability to physically use them. You roll +Weird to cast it, as you would when **using magic** normally.

HOW MANY ROTES?

You start out knowing up to one rote, which you can choose when creating your character or during play. You can learn more by taking improvements—when you do, you can choose the new rote right away or in play.

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- ☐ Magic words, ritual gestures
- ☐ Object of power which must be wielded
- ☐ Expendable component destroyed or scattered
- ☐ Runes or symbols written or engraved on a surface
- ☐ Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:



THE HOST

"Listen, we've only got this one body between us, so we're going to have to cooperate."

☐ **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

Host Special: When you spend a point of Luck, something upsets the balance between you and your symbiote, such as a strange medical condition or new demands.

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.

SYMBIOSIS

Choose the Benefits and Downside of your symbiosis.

Benefits (pick two):

- ☐ Aligned motivations
- ☐ Unaging
- ☐ Can survive vacuum, pressure, and lack of air
- ☐ Immune to radiation
- ☐ Disease, drug, and poison resistance
- ☐ Subtle physical improvements
- ☐ Can't be possessed
- ☐ Can climb walls
- ☐ Efficient metabolism
- ☐ Non-physical symbiote

Downsides (pick one):

- ☐ Limited communication
- ☐ Body timeshare
- ☐ Biological needs
- ☐ Personality conflicts
- ☐ Obvious mutations
- ☐ Distracting chatter
- ☐ Magical aura



MOVES

You get all the basic moves, plus three Host moves. You get this one:

■ Defensive Adaptation: Your symbiote protects you. Pick one:

- ☐ Silk threads: 0-harm close entangle sticky.
- ☐ Acid spray: 1-harm close blinding acid.
- ☐ Soothe thoughts: 0-harm intimate/hand sedative calming.
- ☐ Scales: 1-armour.
- ☐ Camouflage: +1 ongoing to stay out of sight.
- ☐ Whispered advice: Get +1 hold to **read a bad situation**, even on a miss.

Then pick two of these:

☐ **Mutual Survival:** Your symbiote helps you heal. Take 1 less harm from attacks and hazards when unstable. Whenever you heal, heal one extra harm.

☐ **Balanced Neurochemistry:** Take +1 ongoing *resisting emotional manipulation or mental assault*. Your blood or other bodily substances sometimes count as a special requirement for **big magic** or **weird science** (unlike a normal human).

☐ **Open Your Mind:** When you **investigate a mystery**, you may ask the following questions as well as the usual options:

- "What about the creature isn't immediately obvious?"
- "What forms can they take?"
- "What do they need?"

☐ **Predator and Prey:** Your symbiote is a skilled hunter. When you *take a stealthy approach*, roll +Cool. Spend a hold to keep yourself or someone else hidden when they would otherwise be found. On a 10+, hold 3. On a 7–9, hold 2. On a miss, you find yourself in an awkward or dangerous position.

☐ **Collaborative Effort:** You have a better understanding of how to work with others. When you **help out**, grant +1 forward to another hunter. This may be the same hunter you're helping, if so they get +1 forward on their next two rolls.

☐ **Separation Anxiety:** Your symbiote can leave your body for short time periods to carry out tasks. During this time, the symbiote counts as an ally, and moves related to the union may be unavailable or suffer –1 ongoing. Roll +Cool. On a 10+, mark unstable in 30 minutes. On a 7–9, mark unstable in 10 minutes. On a miss, mark unstable right now. Remove unstable if you rejoin.

GEAR

Personal item (pick one):

- ☐ A journal recording the symptoms of your bonding
- ☐ A journal of notes left between you and your symbiote
- ☐ Tablet device
- ☐ E-book reader
- ☐ Tattered novels
- ☐ Photograph of better times
- ☐ Art supplies and sketchbook
- ☐ Audio recorder and backup storage

Weapon (pick one):

- ☐ Weird martial art (1-harm hand)
- ☐ Symbiotic blade (2-harm hand integrated retractable)
- ☐ Symbiotic stunner
(0-harm close stun integrated retractable)
- ☐ .38 revolver (2-harm close reload loud)
- ☐ Magnum (3-harm close reload loud)
- ☐ Sword (2-harm hand)
- ☐ Ray gun (2-harm close messy energy)
- ☐ Shotgun (3-harm close messy loud)

GETTING STARTED

To make your Host, first pick a name and pronouns. Then follow the instructions to decide your look, ratings, symbiosis, moves, and gear. Finally, introduce yourself and pick history.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Starved body, unwell body, too-perfect body, odd growths, uncanny valley body, _____ body.
- Distracted, quiet, frequent pauses, two voices, fidgety, _____.
- Trenchcoat and hat, uniform, hooded cloak, tattered clothes, practical clothes, containment suit, _____ clothes.

RATINGS, PICK ONE LINE:

- ☐ Charm+1, Cool=0, Sharp-1, Tough+1, Weird+2
- ☐ Charm-1, Cool+1, Sharp+2, Tough=0, Weird+1
- ☐ Charm-1, Cool+2, Sharp+1, Tough+1, Weird=0
- ☐ Charm-1, Cool-1, Sharp=0, Tough+2, Weird+2
- ☐ Charm+1, Cool+1, Sharp=0, Tough-1, 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 Host by name, pronouns, 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 were instrumental in you encountering and bonding with your symbiote. Decide together how this happened.
- Your meeting with them was not coincidental. Why did you seek them out? Ask them if they are suspicious of you.
- You're related, and another close relative has recently gone missing. Ask if their memories of this person are good or bad, then tell them if your memories are the same.
- They've always treated you with respect. Ask whether it's because of how you bonded with the symbiote or how you handle it.
- You'll protect them before anybody else. Do you know why you act this way? Ask them how they feel about it.
- They seem to always be watching you. Ask them what they're concerned about. How do you respond to this surveillance?
- You have been friends since you met over a shared, relaxing interest. Decide together what it is. Was this before your symbiosis? If not, which part did they meet?
- They used to bear the same symbiote you do. Ask them how they became separated and how they feel about it. Have you discussed how they feel about their former symbiote being yours now?

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 Weird, max+2
- ☐ Get +1 Tough, max+2
- ☐ Get +1 Charm, max+2
- ☐ Take another Host move
- ☐ Take another Host move
- ☐ Take a move from another playbook
- ☐ Take a move from another playbook
- ☐ Get a haven like the Expert has, with two options
- ☐ Gain an ally, either another with a symbiote like yours or someone who helps you manage the condition
- ☐ Take another benefit from Symbiosis
- ☐ Gain another option from **defensive adaptation**

After you have leveled up five times, you qualify for advanced improvements in addition to these.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max+3
- ☐ Change this hunter to a new playbook
- ☐ Create a second hunter to play in addition to this one
- ☐ Create a second hunter by symbiotic fission: they are either a non-human hunter or a symbiote bonded to another Host
- ☐ Retire this hunter to safety
- ☐ Mark two basic moves as advanced
- ☐ Mark another two basic moves advanced
- ☐ Erase one used Luck mark from your playbook
- ☐ Add a third option to your haven
- ☐ Take another benefit from Symbiosis

THE INITIATE

Since the dawn of history, we have been the bulwark against Darkness. We know the Evils of the world, and we stand against them so that the mass of humanity need not fear. We are the Flame that cleanses the Shadows.

- ☐ **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

Initiate special: When you spend a point of Luck, something goes wrong for your Sect: an ill-advised project or a disastrous operation.

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 four Initiate moves. You get this one:

- ☒ When you **are in good standing with your Sect, at the beginning of each mystery**, roll +Charm. On a 10+ they provide some useful info or help in the field. On a 7-9 you get a mission associated with the mystery, and if you do it you'll get some info or help too. On a miss, they ask you to do something bad. If you fail a mission or refuse an order, you'll be in trouble with the Sect until you atone.

Then pick three of these:

- ☐ **Ancient Fighting Arts:** When using an old-fashioned hand weapon, you inflict +1 harm and get +1 whenever you roll **protect someone**.
- ☐ **Mystic:** Every time you successfully **use magic**, take +1 forward.
- ☐ **Fortunes:** The Sect has ancient prophecies or divination techniques to predict the future. Once per mystery, you may use them. If **you look at what the future holds**, roll +Weird. On a 10+ hold 3, and on a 7-9 hold 1. On a miss, you get bad information and the Keeper decides how that affects you. Spend your hold to:
 - have a useful object ready.
 - be somewhere you are needed, just in time.
 - take +1 forward, or give +1 forward to another hunter.
 - retroactively warn someone about an attack, so that it doesn't happen.
- ☐ **Sacred Oath:** You may bind yourself to a single goal, forsaking something during your quest (e.g. speech, all sustenance but bread and water, alcohol, lying, sex, etc). Get the Keeper's agreement on this—it should match the goal in importance and difficulty. While you keep your oath and work towards your goal, mark experience at the end of every session and get +1 on any rolls that directly help achieve the goal. If you break the oath, take -1 ongoing until you have atoned.

- ☐ **Mentor:** You have a mentor in the Sect: name them. When you **contact your mentor for info**, roll +Sharp. On a 10+, you get an answer to your question, no problem. On a 7-9 you choose: they're either busy and can't help, or they answer the question but you owe a favour. On a miss, your question causes trouble.
- ☐ **Apprentice:** You have an apprentice: name them. Your job is to teach them the Sect's ways. They count as an **ally: subordinate** (motivation: to follow your instructions to the letter).
- ☐ **Helping Hand:** When you successfully **help out** another hunter, they get +2 instead of the usual +1.
- ☐ **That Old Black Magic:** When you **use magic**, you can ask a question from the **investigate a mystery** move as your effect.

GEAR

If your Sect has **fighting arts** or **obsolete gear** (see next page) then pick three old-fashioned weapons. If the Sect has **modernised** or **nifty gadgets**, you may pick two modern weapons. Otherwise, pick two old-fashioned weapons and one modern weapon.

You also get old-fashioned armour (1-armour heavy).

Old-fashioned weapons (pick either two or three, as above):

- ☐ Sword (2-harm hand messy)
- ☐ Axe (2-harm hand messy)
- ☐ Big sword (3-harm hand messy heavy)
- ☐ Big axe (3-harm hand messy slow heavy)
- ☐ Silver knife (1-harm hand silver)
- ☐ Fighting sticks (1-harm hand quick)
- ☐ Spear (2-harm hand/close)
- ☐ Mace (2-harm hand messy)
- ☐ Crossbow (2-harm close slow)

Modern weapons (pick either one or two, as above):

- ☐ .38 revolver (2-harm close reload loud)
- ☐ 9mm (2-harm close loud)
- ☐ Sniper rifle (3-harm far)
- ☐ Magnum (3-harm close reload loud)
- ☐ Shotgun (3-harm close messy)

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Hardened body, tattooed body, agile body, strong body, thin body, angular body, hunched body, _____ body.
- Archaic clothes, unfashionable clothes, ceremonial clothes, mismatched clothes, formal clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

SECT

You are part of an ancient, secret order that slays monsters. Where are they from? How old are they? Are they religious? Why do they stay secret? How do they recruit?

You also need to pick the Sect's traditions (used by the Keeper to determine the Sect's methods and actions):

Good Traditions (pick two):

- | | |
|--|--|
| <input type="checkbox"/> Knowledgable | <input type="checkbox"/> Flexible tactics |
| <input type="checkbox"/> Ancient lore | <input type="checkbox"/> Open hierarchy |
| <input type="checkbox"/> Magical lore | <input type="checkbox"/> Integrated in society |
| <input type="checkbox"/> Fighting arts | <input type="checkbox"/> Rich |
| <input type="checkbox"/> Modernised | <input type="checkbox"/> Nifty gadgets |
| <input type="checkbox"/> Chapters everywhere | <input type="checkbox"/> Magical items |
| <input type="checkbox"/> Secular power | |

Bad Traditions (pick one):

- | | |
|---|---|
| <input type="checkbox"/> Dubious motives | <input type="checkbox"/> Strict laws |
| <input type="checkbox"/> Tradition-bound | <input type="checkbox"/> Mystical oaths |
| <input type="checkbox"/> Short-sighted | <input type="checkbox"/> Total obedience |
| <input type="checkbox"/> Paranoid and secretive | <input type="checkbox"/> Tyrannical leaders |
| <input type="checkbox"/> Closed hierarchy | <input type="checkbox"/> Obsolete gear |
| <input type="checkbox"/> Factionalised | <input type="checkbox"/> Poor |

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 Initiate 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 are a lay member of your Sect.
- You fought together when the tide of monsters seemed unstoppable. Ask them how it went.
- Friends, but they first met you under your cover identity, and learned about the Sect later. Ask how they feel about that.
- They are your close relative, or partner/spouse. Decide between you exactly what the relationship is.
- Fellow ancient weapons/martial arts club members.
- They're described in the prophecies, but the role they will play isn't stated.
- An ex-member of the Sect, but still friends. Ask them why they left or got thrown out
- You met researching mystical weirdness, and you've been occult comrades ever since.



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 Initiate move
- ☐ Take another Initiate move
- ☐ Get command of your chapter of the Sect
- ☐ Get a Sect team under your command
- ☐ 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.
- ☐ Become the leader, or effective leader, of the whole Sect.
- ☐ Get back one used Luck point.

THE INTERFACE

"I know where I stand with circuitry and wires. People are just nonsense."

- ☐ **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

Interface Special: When you spend a point of Luck, you get a chance to gain either a significant social connection or incredible piece of tech.

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.

INTEGRATION

Pick Upgrades and Faults to describe how you interact with machines:

Upgrades (pick two):

- ☐ Always connected
- ☐ Specialised tools
- ☐ Security specialist
- ☐ Intelligence database
- ☐ Aim-assist
- ☐ Heads-up display
- ☐ Everything's compatible
- ☐ Speed typing

Faults (pick two):

- ☐ Need my gear
- ☐ Hackable brain
- ☐ Specialised maintenance
- ☐ Undisciplined
- ☐ Overhyped rep
- ☐ Overconfidence
- ☐ Buggy implants

Then pick how you gained these abilities.

- ☐ **We Can Rebuild Them:** You were rebuilt after a near-death, or actual death, experience. Who thought you were important enough to keep alive?
- ☐ **Technopath:** You have a magical relationship with machines. How did you gain or discover your powers?
- ☐ **Volunteer:** You volunteered to be upgraded. Who had the technology to do this to you?
- ☐ **Skillz:** Sheer genius and hard work. What event made your reputation, and how does it cause you trouble?
- ☐ **Artificial:** You were created this way. What was your original purpose? Have you transcended it?



MOVES

You get all the basic moves, plus three Interface moves. Pick three of these:

- ☐ **Technomancer:** When you repurpose a machine on the fly to do something it wasn't designed for, roll +Cool. On a 10+, it does what you want, pick three effects. On a 7–9, it does it and shuts down, pick one effect:
 - The machine is repairable afterwards.
 - There is no collateral damage.
 - It works longer than expected.
 - You can shut it down safely.
 - It's stronger than you expected.
 - You have full control.
- ☐ **Expert Troll:** You can read a bad situation on any dangerous, thinking entity. When you do, you may ask these as well as the usual questions:
 - What will infuriate them?
 - What do they want most?On a miss, they act while you're making plans.
- ☐ **Keep Going and Going:** You don't need sleep, and are immune to sedating effects from any source.
- ☐ **Take the Shot:** You may forgo +1 ongoing from read a bad situation to gain +2 forward on a single relevant roll.
- ☐ **Hack the Planet:** You immediately know whether a system you're connected to has hidden directories or connections. When you successfully manipulate technology, give another hunter +1 forward.
- ☐ **Virus Whisperer:** When you quarantine or create a virus, roll +Cool. On a 10+, pick two. On a 7–9, pick one:
 - You safely contain the virus.
 - It erases or changes specific information.
 - It locks down the system.
 - Ask one question from the investigate a mystery list.

GEAR

You have the tools necessary for working on your technology. You gain an Internal Computer, integrated. You can choose to take Tactical Armour worth 1-armour if you want.

Machines (pick three):

- ☐ Remote-controlled camera drone
- ☐ Mini supercomputer
- ☐ Recording suite, integrated
- ☐ Enhanced sensor array, integrated
- ☐ Jumping device, boots, or jetpack, integrated
- ☐ Forgettable sedan
- ☐ Plain pickup

Weapons (pick two):

- ☐ Take a weapon from the Professional gear list (*Monster of the Week* hardcover, page 101) and give it +Integrated and +Blatant
- ☐ Muscle augments (1-harm hand useful integrated)
- ☐ Energy pistol (2-harm close energy)
- ☐ Drones (1-harm close autonomous area)
- ☐ Zapper (0-harm close stun)
- ☐ 9mm (2-harm close loud)
- ☐ Trendy bladed weapon (2-harm hand)
- ☐ Tool (1-harm close useful)

Quality of life (pick two):

- ☐ Nostalgic photo
- ☐ Incessantly replayed voicemail
- ☐ Project journal
- ☐ Video game console
- ☐ All the energy drinks

RATINGS, PICK ONE LINE:

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

GETTING STARTED

To make your Interface, first pick a name and pronouns. Then follow the instructions to decide your look, ratings, integration, moves, and gear. Finally, introduce yourself and pick history.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Slender, buff, tall, long-limbed, stocky, heavysset, famished, _____.
- Wild hair, implants, smells like ozone, dishevelled, unnaturally clean, _____.
- Comfortable clothes, dirty clothes, tactical clothes, 90s clothes, _____ clothes.

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 Interface by name, pronouns, 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 knew you before your abilities really took off. Ask them what they think about the change.
- You've learned a secret about them. Decide together what it is and if they're aware you know.
- They're a relative—cousins or closer. Ask them what part they played in you becoming what you are.
- They always give you the space you need. What method do they use when they really need to get through to you?
- Why can't you ever say the right thing to them no matter how much you want to? Ask them if they've noticed your struggle.
- You suspect they know more about you than they're saying. Ask them what they suspect.
- You share a surprising hobby. What is it?
- How did you ruin an important day in their life?

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 Tough, max +2
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Weird, max +2
- ☐ Take another Interface move
- ☐ Take another Interface move
- ☐ Take a move from another playbook
- ☐ Take a move from another playbook
- ☐ Add, remove, or change three tags on gear. May be distributed between multiple pieces of gear.
- ☐ Add, remove, or change three tags on gear. May be distributed between multiple pieces of gear.

After you have leveled up five times, you qualify for advanced improvements in addition to these.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max+3
- ☐ Change this hunter to a new playbook
- ☐ Create a second hunter to play in addition to this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ Retire this hunter to safety
- ☐ Retire as an uploaded consciousness. Are you now a threat, an ally, or wholly disinterested in meatspace?
- ☐ Get a haven like the Expert with **workshop, super-computer**, and two other options
- ☐ Add an Upgrade or change a Fault
- ☐ Add the “integrated” and “blatant” tags (SSK page 188) to a piece of wearable or handheld gear
- ☐ Add the “retractable” tag (SSK page 188) to a piece of wearable or handheld gear

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 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.



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.

Okay ☐☐☐☐☐☐ Doomed

Mundane special: When you spend a point of Luck, you'll find something weird—maybe even useful!

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.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Kid, teen, adult, old, _____.
- Friendly face, alluring face, laughing face, trustworthy face, average face, serious face, sensual face, _____ face.
- Normal clothes, casual clothes, goth clothes, sporty clothes, work clothes, street clothes, nerdy clothes, _____ 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

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.



THE PARAROMANTIC

◯ 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

Pararomantic Special: When you spend a point of Luck, also mark off one of your relationship status boxes. The Keeper will bring **fate of your love** (see reverse) into play.

RELATIONSHIP STATUS

Loving □□□□□□□□ Broken

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 three Pararomantic moves.

You get this one:

■ **Supernatural Guide:** You have a (most likely intimate) connection to some supernatural being who is your guide into the world beyond. Choose if your relationship is secret or not.

Determine what kind of creature your Guide is and how your relationship works. Say what kind of power they possess. The Keeper will decide how it works and define your Guide as a threat.

If your Guide is another hunter, determine together how your relationship works.

Whenever you would roll +Weird you can roll +Charm instead, by channeling the power of your bond. When you do so and miss, in addition to the usual consequences, you and your Guide suffer as when you miss a roll for **bond abuse**.

BOND ABUSE

For details, see **fate of your love** on the reverse side.

Bond Abuse: Whenever you do something to abuse the bond with your Guide, like acting against them, or not giving them enough attention, roll +Charm:

- On 10+, your action has no effect beyond the exchange of some angry words.
- On 7-9 choose one of the bond abuse options below.
- On a miss, the Keeper may choose two of the bond abuse options below, or something worse.

Bond abuse options:

- Mark off a box in your Relationship Status track.
- You may not channel the power of your bond for the rest of the mystery.
- You gain the unwelcome attention of others of your Guide's kind.
- Someone who shouldn't know finds a clue about your relationship with your Guide.

Then pick two of these:

- **Bonding Time:** If you spend some quality time with your Guide instead of working on the current mystery you can roll +Charm. On 10+, hold 2. On 7-9, hold 1. Spend your hold to:
 - Erase one mark in your Relationship Status track.
 - Use a Pararomantic move you haven't picked.
 - Receive a gift from your Guide.
 - Take +1 forward.
- **Dark Desires:** You may use the **manipulate someone** move on monsters, as long as you are using emotional ties.
- **The Power of Love:** When you use **help someone** to help your Guide you don't have to roll +Cool. You automatically help as though you'd rolled a 10. If your Guide is another hunter, the same applies when they help you.
- **Do As The Supernatural Do:** You can take an unnatural move from your Guide's playbook (if they are a hunter). If they are a monster, choose a move from a suitable supernatural playbook. The Keeper may offer you a custom move, instead.
- **I Am Theirs And They Are Mine:** Whenever you are in danger, your Guide knows it. If your Guide is suffering harm (and it's feasible), you can spend a point of Luck to redirect the attack onto yourself as if you have rolled 10+ with **protect someone**. If you are suffering harm, you can decide that your Guide has protected you and is suffering this harm instead. If you choose this, roll for **bond abuse**.
- **Monster Empathy:** When you try to work out what a supernatural creature desires, roll +Charm. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to ask the following questions—the Keeper will answer honestly:
 - What does it most desire?
 - What would it accept as good enough for now?
 - What would distract it?
- **Spirit Touched:** Your experiences have made you sensitive to the supernatural. When you sense magical things, roll +Weird. On a 10+ you can sense them fully. On a 7-9, choose: either sense them fully but they notice you too, or you sense only impressions.

GETTING STARTED

To make your Pararomantic, first pick a name. Then follow the instructions below to decide your look, ratings, fate, moves, gear, and your relationship. Finally, introduce yourself and pick history..

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Friendly face, alluring face, laughing face, trustworthy face, average face, serious face, sensual face, face, _____ face.
- Normal clothes, casual clothes, goth clothes, sporty clothes, street clothes, nerdy clothes, _____ 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+2, Sharp=0, Tough=0, Weird-1
- ☐ Charm+2, Cool+1, Sharp+1, Tough-1, Weird=0
- ☐ Charm+2, Cool=0, Sharp+2, Tough-1, Weird=0

GEAR

Choose two of these normal things:

- ☐ 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)
- ☐ Bicycle
- ☐ Fairly new car in decent condition
- ☐ Motorcycle

And choose one gift from your Guide. Whatever gift you choose, it must be periodically recharged by interactions with your Guide. The gifts are:

- ☐ Part of their body, e.g. a vial of blood, lock of hair, tears in a phial, fairy dust. It either helps you heal, or counts as a weakness against a specific sort of monster.
- ☐ Piece of jewelery, e.g. a golden ring, tribal pendant, silver locket. It either provides 1-armour magic or protects you from the powers of a specific sort of monster.
- ☐ A memento of the time when they were human, e.g. a portrait/photo from life, diary, favourite hat, doll, or lighter. Provides +1 on **bond abuse** rolls.
- ☐ A strange or antique weapon, e.g. a family sword, ancient staff, holy mace (2-harm hand messy). Additionally, add “magic,” “silver,” “holy,” or “iron” to the weapon.



FATE OF YOUR LOVE

There is a reason why your love with your Guide (the supernatural being you have a connection with) is forbidden or doomed. Invent this reason or leave it to the Keeper. Whenever you mark off a point of Luck, the truth of your love's Fate slowly unfolds: mark off a box in your Relationship Status track. When your last point of Luck is used it becomes clear you cannot be together. Your Guide might even end up as an enemy, depending on how things go.

Whenever you put yourself or somebody else in serious danger in order to conceal the truth about you and your Guide, mark experience.

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 Pararomantic 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:

- Your best friend in the world. You trust them totally.
- You are blood-kin. Decide your exact relationship together.
- Your ex. Ask them why you aren't together anymore.
- Romantic entanglement, or fated to be romantically entangled.
- They know about some of your dark secrets, but they've agreed to keep quiet about them. Tell them what they know.
- An old rivalry has turned into a tight friendship. Ask them what (or who) you once fought over.
- Mentor from another life. Ask them what they taught you.

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- ☐ Get +1 Charm, max +3
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Sharp, max +2
- ☐ Get +1 Weird, max +2
- ☐ Take another Pararomantic move
- ☐ Take another Pararomantic move
- ☐ Gain an ally
- ☐ 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.
- ☐ Take a second gift from your guide or add another property to an existing gift.
- ☐ Change your Guide, as you fall for another creature.
- ☐ Gain a second Guide. Track the relationship status tracks of both relationships separately. Both Guides initially hate each other, but this could change through play. All moves that applied to your original Guide can now apply to either one.
- ☐ Erase all the marks from the Relationship Status track.

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.

Okay ☐☐☐☐☐☐ Doomed

Professional special: When you spend a point of Luck, your next mission from the Agency comes with lots of Red Tape. Lots.

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)



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.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Chiseled face, scarred face, unshaven face, soft face, young face, old face, determined face, _____ 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):

- | | |
|--|---|
| <input type="checkbox"/> Well-armed | <input type="checkbox"/> Offices all over |
| <input type="checkbox"/> Well-financed | <input type="checkbox"/> Good intel |
| <input type="checkbox"/> Rigorous training | <input type="checkbox"/> Recognised authority |
| <input type="checkbox"/> Official pull | <input type="checkbox"/> Weird tech gadgets |
| <input type="checkbox"/> Cover identities | <input type="checkbox"/> Support teams |

Red Tape (pick two):

- | | |
|--|---|
| <input type="checkbox"/> Dubious motives | <input type="checkbox"/> Inter-departmental rivalry |
| <input type="checkbox"/> Bureaucratic | <input type="checkbox"/> Budget cuts |
| <input type="checkbox"/> Secretive hierarchy | <input type="checkbox"/> Take no prisoners policy |
| <input type="checkbox"/> Cryptic missions | <input type="checkbox"/> Live capture policy |
| <input type="checkbox"/> Hostile superiors | |

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.

THE SEARCHER

☐ 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

Searcher Special: When you spend a point of Luck, your first encounter comes up in play. It could be a flashback, new occurrence, or related event.

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 three Searcher moves. You get this one:

■ **First Encounter:** One strange event started you down this path, sparking your need to discover the truth behind the unexplained. Decide what that event was: pick a category below and take the associated move. Then tell everyone what happened to you (or someone close to you).

☐ **Cryptid Sighting:** You take note of any reports of strange creatures. Whenever you first see a new type of creature, you may immediately ask one of the **investigate a mystery** questions.

☐ **Zone of Strangeness:** Things are not fixed. You never need **act under pressure** when supernatural forces alter the environment around you, and you get 2-armour against harm from sudden changes to the laws of physics.

☐ **Psychic Event:** Your mind is awakened. You may **act under pressure** to use the **sensitive** weird move, or—if **sensitive** is your weird move—**empath**. See page 21 of *Tome of Mysteries*.

☐ **Higher power:** Something looks out for you. You start with an extra Luck.

☐ **Strange Dangers:** You are always watching for hazards. When you have no armour, you still count as having 1-armour.

☐ **Abduction:** They taught you hidden knowledge. Gain +1 to any move when you research strange or ancient secrets to do it.

☐ **Cosmic Insight:** You have encompassed the soul of the universe. You never need to **act under pressure** due to feelings of fear, despair, or isolation.

Then pick two of these:

☐ **Prepared to Defend:** Even truth seekers need to fight some times. Whenever you suffer harm when you **kick some ass** or **protect someone**, you suffer 1-harm less.

☐ **Fellow Believer:** People understand you've also known strangeness. Bystanders will talk to you about weird things they would not trust another hunter (or a mundane official) to believe.

☐ **Guardian:** You have a mystical ally (perhaps a spirit, alien, or cryptid) who helps and defends you. Define them, and their powers, with the Keeper's agreement. Their look is one of: invisible, an intangible spirit thing, a weird creature, disguised as an animal, or disguised as a person.

☐ **Just Another Day:** When you have to **act under pressure** due to a monster, phenomenon, or mystical effect, you may roll +Weird instead of +Cool.

☐ **Network:** You may gain an ally group of others who had experiences similar to your first encounter—perhaps they're a support group or hobbyist club. Detail up to five members with useful skills related to what happened to them (none are up for fighting monsters).

☐ **Ockham's Broadsword:** When you first encounter something strange, you may ask the Keeper what sort of thing it is. They will tell you if it (or the cause) is: natural, an unnatural creature, a weird phenomenon, or a person. You gain +1 forward dealing with it.

☐ **The Things I've Seen:** When you encounter a creature or phenomenon, you may declare that you have seen it before. The Keeper may ask you some questions about that encounter, and will then tell you one useful fact you learned and one danger you need to watch out for (maybe right now).

GETTING STARTED

To make your Searcher, first pick a name. Then follow the instructions below to decide your look, ratings, first encounter, moves, and gear. Finally, introduce yourself and pick history.

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Friendly face, haunted face, thoughtful face, lined face, curious face, _____ face.
- Normal clothes, casual clothes, nerdy clothes, tweedy clothes, outdoor wear, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

You get a laptop, a car or motorcycle, a camera, binoculars, two sets of investigation tools, and one self-defence weapon.

Investigation tools, pick two:

- | | |
|--|---|
| <input type="checkbox"/> A bag of cameras & microphones. | <input type="checkbox"/> Historical documents and witness reports of strange events. |
| <input type="checkbox"/> Forensic tools. | <input type="checkbox"/> Maps, blueprints, and building reports for significant places. |
| <input type="checkbox"/> Ghost hunting tools. | |
| <input type="checkbox"/> Scientific measuring tools. | |
| <input type="checkbox"/> Cryptid hunting gear. | |

Self-defence weapons, pick one:

- ☐ Walking stick (1-harm hand innocuous).
- ☐ Small handgun (2-harm close reload loud).
- ☐ Small knife (1-harm hand messy).
- ☐ Martial arts training (1-harm hand innocuous).
- ☐ Incapacitating spray (0-harm hand irritating).
- ☐ Heavy flashlight (1-harm hand innocuous).

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 Searcher 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:

- In your researches, you found accounts (and pictures) of someone matching their description perfectly, but long before they were born. Tell them if you have mentioned this.
- A relative. Decide between you how close.
- They were involved in a supernatural event similar to your first encounter. Perhaps it was the same event, or perhaps you investigated their event later. Ask them how the event affected them.
- You figured out a supernatural or weird secret they keep. Ask them what it is.
- You met when you were each investigating separate mysteries. Tell them what trick you used to protect them from weirdness and ask them how they saved you from a danger.
- You're both veterans of a therapy or support group or a treatment program. Work out the details between you.
- Some creature or force is stalking them. Ask them what it is. Then decide if you've told them about it or if they are still happily unaware.
- You found their pet when it went missing. Where had it gone?

"There's still so much to be discovered and explained, even now. Perhaps only one event in a thousand is true weirdness—but I'll investigate them all to find it."



LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- | | |
|---|--|
| <input type="checkbox"/> Get +1 Sharp, max +3 | <input type="checkbox"/> Gain an ally. |
| <input type="checkbox"/> Get +1 Weird, max +3 | <input type="checkbox"/> Take a second first encounter move, based on a recent mystery. |
| <input type="checkbox"/> Get +1 Charm, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Take a move from another playbook. |
| <input type="checkbox"/> Take another Searcher move | |
| <input type="checkbox"/> Take another Searcher move | |

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

ADVANCED IMPROVEMENTS

- | | |
|---|---|
| <input type="checkbox"/> Get +1 to any rating, max +3. | <input type="checkbox"/> Mark another two of the basic moves as advanced. |
| <input type="checkbox"/> Change this hunter to a new type. | <input type="checkbox"/> Erase a used Luck mark from your playbook. |
| <input type="checkbox"/> Create a second hunter to play as well as this one. | <input type="checkbox"/> Erase a used Luck mark from your playbook. |
| <input type="checkbox"/> Retire this hunter to safety. | |
| <input type="checkbox"/> Mark two of the basic moves as advanced. | |
| <input type="checkbox"/> Resolve your first encounter. The Keeper makes the next mystery about this event, and should try to answer all remaining questions about it during the mystery (although there are sure to be new threads to investigate after...) | |

THE SNOOP

Cryptids have kept out of sight, but I'm going to find them and record them. The evidence will be incontrovertible, and I'll be the one who did it. I'm going to be a superstar one day, you mark my words! Hey... did you just feel a chill?

☐ **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

Snoop special: Whenever you spend a Luck point, you're going to have technical difficulties. Breakdowns, communication problems, weird noises in the recordings, etc.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐☐☐ Dying

Unstable: ☐

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 three Snoop moves.

Pick three:

- ☐ **“What Does That Feel Like?”:** When you put your camera or microphone right in a person's face, they break off whatever they are doing. They might go right back to it after they deal with you, but you'll create enough time for the other hunters to act in the meantime.
- ☐ **Minor Celebrity:** At the beginning of each mystery, roll +Weird. On a 10+ hold 2 and on a 7-9 hold 1. Spend your hold during the mystery to have someone you meet know of you in a positive light (maybe they read your blog, listen to your podcast, or watch your Internet/TV show, etc). You may end up getting asked for autographs or given “hot” leads, etc.
- ☐ **We'll Fix It In Post:** You can use anything you could conceivably have recorded as evidence for **investigate a mystery**, allowing you to check previous interviews, attack sites, and so on from the comfort of your laptop.
- ☐ **Press Accreditation:** When you **investigate a mystery** by talking to witnesses, interviewing locals, or anything else requiring interpersonal skills, roll +Charm instead of +Sharp.
- ☐ **Truthiness:** Whatever you tell a normal person, they'll accept that you think it's true. If it's far out, they might think you're deluded, but they won't think you're lying.
- ☐ **The Mojo Wire:** When you spend a while reading all the latest news feeds looking for the weird stuff, take +1 forward.
- ☐ **Relaxed Producer:** You're employed, with a regular pay check and little or no oversight. As long as you send in a story every few days, no matter how bizarre, you're set. Every now and again they'll send you somewhere in particular, and when that happens it usually involves supernatural activity. Unless they need human interest, in which case it will be a kitten show or agricultural fair or something.

GEAR

You get a laptop, three recording devices, two detectors and one subtle weapon.

Recording devices (pick three):

- | | |
|--|---|
| <input type="checkbox"/> Video camera | <input type="checkbox"/> Camera drone |
| <input type="checkbox"/> Tiny digital camera | <input type="checkbox"/> Starlight camera |
| <input type="checkbox"/> Film camera | <input type="checkbox"/> Steadicam rig |
| <input type="checkbox"/> Digital recorder | <input type="checkbox"/> Laser microphone |
| <input type="checkbox"/> Tape recorder | <input type="checkbox"/> SLR camera |
| <input type="checkbox"/> Infrared camera | <input type="checkbox"/> Nice smartphone |
| <input type="checkbox"/> Pro sound gear | <input type="checkbox"/> _____ |

Detectors (pick two):

- | | |
|---|--|
| <input type="checkbox"/> Electromagnetic field detector | <input type="checkbox"/> Metal detector |
| <input type="checkbox"/> Temperature fluctuation detector | <input type="checkbox"/> Compass |
| <input type="checkbox"/> Ouija board | <input type="checkbox"/> GPS receiver |
| <input type="checkbox"/> Humidity meter | <input type="checkbox"/> Laser rangefinder |
| <input type="checkbox"/> Dowsing rods | <input type="checkbox"/> Pendulum |
| <input type="checkbox"/> Chemistry test kit | <input type="checkbox"/> Tarot deck |
| | <input type="checkbox"/> _____ |

Subtle weapons (pick one):

- ☐ Multitool/pocket knife (1-harm hand hidden useful)
- ☐ Stun gun (1-harm hand stun)
- ☐ Baseball/cricket bat (2-harm hand innocuous messy)
- ☐ Handgun (2-harm close loud)
- ☐ Knife (1-harm hand hidden)



GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Slender body, hefty body, trim body, jittery body, tall body, short body, _____ body.
- Student clothes, arty clothes, old suit, stylish suit, safari wear, hat & trenchcoat, utility wear, _____ clothes.

RATINGS, PICK ONE LINE:

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

CREW

Decide if your crew is the other hunters, or if you have an entourage.

If they are not the hunters, there are up to three of them. Pick a name and job for each. Tell the Keeper—your crew are **bystanders**.

If it's the other hunters, decide together who gets which job.

Crew jobs: camera, sound, editing, dogsbody, researcher, driver, director, producer, bodyguard.

TEAM CONCEPT: MONSTER REVELATIONS

This is a quick example series setup based around the Snoop.

The team has an Internet video channel, *Monster Revelations*, that covers their monster hunts and teaches viewers about the monsters that are really out there.

A Snoop is required to run things; a Flake or Expert makes a good researcher; a Mundane can make the coffee; everyone else can hold a camera or microphone or carry things.

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 Snoop 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're best friends from school/university (film class, maybe?)
- You met this hunter when they killed a monster you were doing a story on. Ask them what it was.
- This hunter almost defeated a monster but you did something to prevent that. Ask them what the monster was, then tell them what you did. Was it an accident or on purpose?
- This hunter was in danger of some having unhelpful publicity, but you got the story killed.
- You have a crush on this hunter. Ask them if they've noticed.
- This hunter saved your ass when you did something stupid. Ask them what you did.
- This hunter is a huge fan of your work. Ask them if they keep quiet about it or if everyone knows?
- This hunter is a relation, close or distant. Decide between you exactly what.

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- ☐ Get +1 Charm, max +3
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Weird, max +2
- ☐ Get +1 Sharp, max +2
- ☐ Take another Snoop move
- ☐ Take another Snoop move
- ☐ Gain an ally: one of your existing crew members or the whole crew as an ally team
- ☐ Get a haven, like the Expert has, with one option plus a film lab and editing suite
- ☐ 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, from the list 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
- ☐ Make it big. You're a superstar now!

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 spellcasting.
- ☐ **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.

THE SPOOKTACULAR

I've traveled all over, pretty much everywhere you can make a dollar. I've made people happy, and I guess annoyed a few. But everywhere you go has monsters—this show included.

☐ 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

Spooktacular special: When you spend a point of Luck, you're going to run into someone you met at the Show. Could be good, could be bad, who knows?.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐ ☐☐☐☐ Dying

Unstable: ☐

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

THE SHOW

You spent a long time with a traveling show and get an ability based on its style.

Are you still with them? If so, how do you balance work and monster hunting? If you left, why was that?

Pick your show's specialty:

- ☐ **An Infernal Power:** A Big Bad operated the Show for evil purposes. You signed the contract—take a three-box **infernal favour** track. Spend these as if they were Luck points. The Big Bad may restore these points when they wish, but first you must do something unforgivably terrible. What sin have you already committed? **Infernal Favour:** ☐☐☐.

- ☐ **Magic & Illusions:** You can cast confounding spells. When you **weave an illusion**, roll +Weird. On a 10+ everyone is fooled, they are either led in a direction of your choice or you and those you choose escape undetected. On a 7-9, it doesn't quite work: misdirect or escape as a 10+ result, but the Keeper chooses one: someone isn't fooled, or you gain unwelcome attention. On a miss, it goes badly as magic always does.

- ☐ **Making Money:** You've got a lot of practice bamboozling folks. When you **mess with someone**, roll +Charm. On a 10+, they don't know what's going on and overlook something of your choice. On a 7-9 they still overlook something but they're more angry than baffled. On a miss, you better run.

- ☐ **Problem Solvers:** The Show rolls into town, people visit and reveal their difficulties. The crew arrange to make things better, leaving each town a little happier than when you arrived. Well, when things go smoothly anyhow. When you **chat to someone, or observe them for a few minutes**, the Keeper will tell you what their biggest problem is right now.

- ☐ **Supernatural Creatures:** You're not entirely human yourself. Pick a single supernatural move from any hunter playbook (the Monstrous is a good place to start). How does your inhuman nature show?



MOVES

You get all of the basic moves, and two Spooktacular moves. Pick two of these:

- ☐ **Put On A Show:** You can entertain people so they feel joy and forget their troubles. **Say what you do** and roll +Charm if it's pure performance or +Weird if you add a pinch of magic. On a 10+ the audience is transported and happy. Troubles and trauma are eased in their minds, for a good while. On a 7-9 pick one: the effect just lasts a little while, or the regular time but there's a ruckus when you're done.
- ☐ **A Negligible Price:** You can make a magical deal to fulfill a desire for someone else. The price is that they reveal to you a secret, the world then arranges itself to fulfill their desire, fitting the scale of the secret.
- ☐ **Easygoin':** You have the gift of being friendly and easy to chat to. When you **try to make a good impression on someone you just met**, roll +Charm. On a 10+ they treat you as a trustworthy and friendly acquaintance. On a 7-9 they open up more than usual but still regard you as a stranger. On a 6 or less, they think you're playing them, and they'll not trust you or your companions.
- ☐ **Pay It Backward:** Give yourself or someone else an advantage on any roll: roll 3 dice and select the best 2 for your result. Whenever you do this, the Keeper gains 1 hold. That hold may be spent to give any hunter (but usually you) a disadvantage: roll 3 dice and select the worst 2 instead.
- ☐ **The Old Crew:** You have an **ally team** of Show folks you worked with. They are great at setting up a scene, creating a distraction, or even intimidating folks.
- ☐ **The Game Is Fixed:** When you **use magic** in a crowded and chaotic place (like a fairground), take +1 forward. You may also choose the following effects whenever you **use magic**:
 - Someone fails a skilled task
 - You disappear unnoticed and untraceable in a crowded and chaotic scene
 - Instantly set up or pack away a carnival stall or camp site
 - Track someone
 - Get a bunch of cash.

GEAR

You get one camp tool, one vehicle, one mystical item, and all the paraphernalia.

Camp tools, pick one:

- ☐ Pocket knife or multi-tool (1-harm hand useful small)
- ☐ Mallet (1-harm hand useful blunt)
- ☐ Crowbar (2-harm hand useful messy)
- ☐ Baseball bat or similar (2-harm hand)
- ☐ Hatchet (2-harm hand messy)
- ☐ Sock full of coins (1-harm hand stun)

Vehicles, pick one:

- ☐ Pickup ☐ Truck
- ☐ Van ☐ Motorcycle & sidecar

Mystical item, pick one:

- ☐ **Ghost Shades.** Sunglasses that can see into the spirit world (it seems darker than usual, obviously)
- ☐ **Really Big Plush Dog (Animated).** Somehow this came to life. It's kind of like a regular dog?
- ☐ **Returning 100.** Spend this hundred dollar bill, and it will come back in a day or so
- ☐ **Scamulet.** Heats up whenever someone's running a scam on you
- ☐ **Wizard Tent.** Worn and crappy on the outside, big and luxurious on the inside

Paraphernalia. You have all of this crap.

- ☒ Tickets to a show, Snack vouchers, Decks of cards, Pairs of dice, Magic trick props, Camping gear, Makeup, Costume accessories.

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Human, slightly inhuman, fate-marked, _____.
- Friendly face, guarded face, observant face, open face, weathered face, young face, _____ face.
- Fancy clothes, old clothes, stage costume, working clothes, _____.

RATINGS, PICK ONE LINE:

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

- This hunter worked the Show with you. Ask them for how long—it was at least a few months, time enough to become friends.
- This hunter knew you as a kid. Ask what town you both hail from. Did you run away to join the Show?
- “No, I certainly did *not* rip you off in that town a few years back. Must have been a different show, mate.”
- This hunter was chasing a monster when the Show was in town, and thought it might be one of the crew. Was it? How did you resolve things?
- This hunter is an estranged family member. Decide the exact relationship together.
- Something got loose from the Show, a few years back, and this hunter ended up helping you secure it again. Tell them what got loose, then ask how they ended up hunting it too.
- A fortune teller told you this hunter is part of your destiny. Ask what the rest of the fortune said.
- This weird old person pointed this hunter out to you when you were in a bad spot. Ask them why they helped you get back on track.

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

- | | |
|---|---|
| <input type="checkbox"/> Get +1 Charm, max +3 | <input type="checkbox"/> Gain an ally |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Take another Show option. |
| <input type="checkbox"/> Get +1 Sharp, max +2 | <input type="checkbox"/> Take a move from another playbook. |
| <input type="checkbox"/> Get +1 Weird, max +3 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Take another Spooktacular move | |
| <input type="checkbox"/> Take another Spooktacular move | |

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 your own traveling show. Maybe you take over your old one, maybe you start anew



THE SPOOKY

I can do things, things that normal people can't. But there's a price—I haven't paid it in full, yet, but the bill's gonna come due soon. It's best I don't tell you any more. You get too close, you'll get hurt.



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

Spooky special: As you mark off Luck boxes, your dark side's needs will get nastier.

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 Spooky moves:

- ☐ **Telepathy:** You can read people's thoughts and put words in their mind. This can allow you to **investigate a mystery** or **read a bad situation** without needing to actually talk. You can also **manipulate someone** without speaking. You still roll moves as normal, except people will not expect the weirdness of your mental communication.
- ☐ **Hex:** When you cast a spell (with **use magic**), as well as the normal effects, you may pick from the following:
 - The target contracts a disease.
 - The target immediately suffers harm (2-harm magic ignore-armour).
 - The target breaks something precious or important.
- ☐ **The Sight:** You can see the invisible, especially spirits and magical influences. You may communicate with (maybe even make deals with) the spirits you see, and they give you more opportunities to spot clues when you **investigate a mystery**.
- ☐ **Premonitions:** At the start of each mystery, roll +Weird. On a 10+, you get a detailed vision of something bad that is yet to happen. You take +1 forward to prevent it coming true, and mark experience if you stop it. On a 7-9+ you get clouded images of something bad that is yet to happen: mark experience if you stop it. On a miss, you get a vision of something bad happening to you and the Keeper holds 3, to be spent one-for-one as penalties to rolls you make.
- ☐ **Hunches:** When something bad is happening (or just about to happen) somewhere that you aren't, roll +Sharp. On a 10+ you knew where you needed to go, just in time to get there. On a 7-9, you get there late—in time to intervene, but not prevent it altogether. On a miss, you get there just in time to be in trouble yourself.

- ☐ **Tune In:** You can **attune your mind to a monster or minion**. Roll +Weird. On a 10+, hold 3. On a 7-9, hold 1. On a miss, the monster becomes aware of you. Spend one hold to ask the Keeper one of the following questions, and gain +1 ongoing while acting on the answers:
 - *Where is the creature right now?*
 - *What is it planning to do right now?*
 - *Who is it going to attack next?*
 - *Who does it regard as the biggest threat?*
 - *How can I attract its attention?*
- ☐ **The Big Whammy:** You can use your powers to **kick some ass:** roll +Weird instead of +Tough. The attack has 2-harm close obvious ignore-armour. On a miss, you'll get a magical backlash.
- ☐ **Jinx:** You can encourage coincidences to occur, the way you want. **When you jinx a target**, roll +Weird. On a 10+ hold 2 and on a 7-9 hold 1. On a miss, the Keeper holds 2 over you to be used in the same way. Spend your hold to:
 - Interfere with a hunter, giving them -1 forward.
 - Help a hunter, giving them +1 forward, by interfering with their enemy.
 - Interfere with what a monster, minion, or bystander is trying to do.
 - Inflict 1-harm on the target due to an accident.
 - The target finds something you left for them.
 - The target loses something that you will soon find.

GEAR

You get two normal weapons and any magical items or amulets that you use to invoke your powers.

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)

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Kid, teen, adult, old, _____.
- Burning eyes, dark eyes, pained eyes, blank eyes, unblinking eyes, piercing eyes, shadowed eyes, creepy eyes, _____ eyes.
- Ratty clothes, casual clothes, goth clothes, neat clothes, nerdy clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

THE DARK SIDE

Your powers have an unsavory source, and sometimes you get tempted to do things you shouldn't. These could be orders from whatever granted your power, or urges that bubble up from your subconscious. Something like that. Whatever it is, it's unsettling.

Pick three tags for your dark side:

- | | |
|---------------------------------------|---|
| <input type="checkbox"/> Violence | <input type="checkbox"/> Mood swings |
| <input type="checkbox"/> Depression | <input type="checkbox"/> Rage |
| <input type="checkbox"/> Secrets | <input type="checkbox"/> Self-destruction |
| <input type="checkbox"/> Lust | <input type="checkbox"/> Greed for power |
| <input type="checkbox"/> Dark bargain | <input type="checkbox"/> Poor impulse control |
| <input type="checkbox"/> Guilt | <input type="checkbox"/> Hallucinations |
| <input type="checkbox"/> Soulless | <input type="checkbox"/> Pain |
| <input type="checkbox"/> Addiction | <input type="checkbox"/> Paranoia |

The Keeper can ask you to do nasty things (in accordance with the tags), when your powers need you to. If you do whatever is asked, mark experience. If you don't do it, then your powers are unavailable until the end of the mystery (or until you cave). As you mark off Luck boxes, these requests will get bigger and nastier.

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 Spooky 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 hunter:

- They taught you to control your powers, to the extent that you can control them at all.
- You are blood-kin. Decide together exactly what.
- You are married, or romantically involved. Decide between you the exact relationship.
- You're old friends, and trust each other completely.
- You used your powers on them one time. Decide if it was for selfish reasons or not, and tell them if they found out about it.
- You've known each other some time, but since your powers manifested, you keep them at a distance emotionally.
- You hope they can help you control your powers.
- They saw you use your powers for selfish or vindictive reasons. Ask them who the victim was, and then tell them what you did.



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 Charm, max +2
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Sharp, max +2
- ☐ Take another Spooky move
- ☐ Take another Spooky move
- ☐ Change some, or all, your dark side tags
- ☐ Get a mystical library, like the Expert's haven option
- ☐ 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.
- ☐ You discover how to use your powers at a lower price.
Delete one dark side tag permanently.
- ☐ Get back one used Luck point.

THE VISITOR

"It's been twenty-two planetary rotations since I've arrived and the locals continue to accept me as one of their own. There seems to be a cultural welcoming involving holding out a small communication device and staring."

☐ 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

Visitor Special: When you spend a point of Luck, you learn about another culture or someone else learns about your culture. This could be good or bad.

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 three Visitor moves. Choose three of these:

☐ **Something Strange:** You have an odd adaptation natural to you. Pick one:

- ☐ You breathe water as well as air and swim incredibly well.
- ☐ You have 1-armour and great strength.
- ☐ You can smell the difference between types of magic.
- ☐ You can glide and take no fall damage. You also don't trigger most weight sensors.
- ☐ Something else (with the group's agreement):

☐ **Always Learning:** When you *make the effort to learn from someone of another culture*, mark experience and take +1 ongoing to tasks related to the lesson until the current mystery ends.

☐ **Being Neighbourly:** At the beginning of each session, you may roll +Cool. On a 10+, you're doing fine—locals provide you some useful resources or information. On a 7–9, local friends can help, but they need something first. On a miss, there's bad feelings: either from yourself, such as feeling guilty when you mistakenly think you've upset someone, or from other people, such as when you accidentally remind someone of painful personal history.

☐ **Different World, Different Rules:** You've learned some of the rules and tricks that work here. When you're in conflict with an entity less familiar with this world than you are, take +1 ongoing.

☐ **Taste of Home:** When you and another hunter *share something one of you loves that is new to the other*, they explain how it is important to either them or their culture. The other hunter picks one:

- Relate a similar memory or element of your culture or background. Each hunter gains +1 ongoing to aid each other until the mystery ends.
- Relate a contrasting memory or element of your culture or background. Each hunter marks experience.
- Relate how this is entirely alien to you. Each hunter gains +1 forward to **investigate a mystery** or **read a bad situation** because it has put them in a questioning frame of mind.

☐ **Alien Anatomy:** When you **suffer harm** from someone not from your homeworld, take 1 less harm.

☐ **Otherworldly Techniques:** At the start of each session, you gain 2 hold. You can spend hold to gain +1 forward on a move when you use gear from your home culture.

GEAR

You have the vessel that brought you here, but it's broken. What does it look like? You also have:

Alien gear (pick two):

- ☐ Information crystal
- ☐ Pocket medkit
- ☐ Universal translator
- ☐ Instant climate bubble
- ☐ Food replicator with four recipes
- ☐ Holographic disguise
- ☐ Hoverbike
- ☐ Portable power generator (can support a small Earth town's worth of tech)

Alien weapon (pick one):

- ☐ Warp ray (2-harm close disorienting)
- ☐ Psionic blade (2-harm hand ignore armour magic)
- ☐ Lightning gun (3-harm close messy)
- ☐ Freeze gun (0-harm close stun)
- ☐ Harvester gem (1-harm, far energy life-drain)
- ☐ Destabilising seed (3-harm area messy loud)

Local gear (pick two):

- ☐ Mobile game console
- ☐ E-book reader, full
- ☐ Old Walkman
- ☐ Smartphone
- ☐ Earth camping gear
- ☐ Collection of photos
- ☐ Favourite snacks
- ☐ Good shoes
- ☐ Pickup truck



EXPATRIATION

What was your home culture like? Pick one or more from at least two lines:

- Feudal, imperial, democratic, theocratic, mercantile, egalitarian, meritocratic, _____
- Lone homeworld, lone system, space habitats, interstellar, nomadic, scattered worlds, _____
- Caste system, wartorn, tyrannical, peaceful, rationalist, high-tech, low-tech, _____

Why did you leave?

- ☐ You had to escape
- ☐ You're a scout, exploring new worlds
- ☐ You're a tourist, looking for interesting experiences
- ☐ You're an emissary
- ☐ Something else: _____

Why have you stayed on Earth?

- ☐ To befriend ☐ To learn
- ☐ To teach ☐ To protect it
- ☐ Something else: _____

What pulls you back home?

- ☐ Relationships ☐ Obligations
- ☐ Enemies ☐ Homesickness
- ☐ Something else: _____

GETTING STARTED

To make your Visitor, first pick a name and pronouns. Then follow the instructions to decide your look, ratings, expatriation, moves, and gear. Finally, introduce yourself and pick history.

RATINGS, PICK ONE LINE:

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Humanoid, large, small, odd proportions, robotic, unusual form, ooze, _____.
- Strange skin, antenna, big eyes, strong scent, inhuman body temps, extra limbs, _____.
- Futuristic, skintight, normal Earth clothes, incorrect "normal Earth clothes," eclectic, environmental suit, _____ clothes.

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 Visitor by name, pronouns, 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 were the first local resident you ever had a conversation with. Was there a language barrier? What was the conversation about?
- This hunter seems to know things about the history of your homeland you only vaguely know about.
- Tests indicate that one of their ancestors was from your people. Did you know this was possible? Have you told them?
- You frequently have deep conversations with this hunter about your respective cultures.
- It especially bothers you to be misunderstood by this hunter. You don't understand why. Ask them if they've noticed.
- One of the hunters has had a past experience with your people. Ask them whether it was a good experience or a bad one? Were you there?
- How have you and this hunter shared hobbies from each other's upbringings?
- One of you mistook the other for a threat people needed to be protected from. Decide together how that played out.

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

- ☐ +1 Sharp, max +3
- ☐ +1 Weird, max +3
- ☐ +1 Tough, max +2
- ☐ +1 Charm, max +2
- ☐ +1 Cool, max +2
- ☐ Gain an ally: alien, local animal, or local friend
- ☐ Take another Visitor move
- ☐ Take another Visitor move
- ☐ Take a move from another playbook
- ☐ Take a move from another playbook
- ☐ Repair the vehicle that brought you here so it can safely enter a vacuum and travel in space

After you have leveled up five times, you qualify for advanced improvements in addition to these.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max+3
- ☐ This is my home now, and I'll protect it. Change this hunter to a new playbook.
- ☐ Create a second hunter to play in addition to this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ This is my home now, and I need to rest. Retire this hunter to safety, on Earth.
- ☐ This was just an adventure, and now it's over. Retire this hunter to safety back on your homeworld.
- ☐ Establish official, friendly contact between Earth and your people

THE WRONGED

They took my loved ones. Back then I wasn't strong enough to fight, but I studied, trained, and now I'm ready to cleanse the world of their taint. I'll kill them all. That's all I have left.



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

Wronged special: When you spend a point of Luck, you find a dangerous lead on your prey.

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 three Wronged moves. You get this one:

- ☒ **I Know My Prey:** You get +1 ongoing when knowingly investigating, pursuing or fighting the breed of monster that caused your loss.

Then pick two of these:

- ☐ **Berserk:** No matter how much harm you take, you can always keep going until the current fight is over. During a fight, the Keeper may not use harm moves on you and you cannot die. When the fight ends, all harm takes effect as normal.
- ☐ **NEVER AGAIN:** In combat, you may choose to **protect someone** without rolling, as if you had rolled a 10+, but you may not choose to “suffer little harm.”
- ☐ **What Does Not Kill Me...:** If you have suffered harm in a fight, you gain +1 ongoing until the fight is over.
- ☐ **Fervor:** When you **manipulate someone**, roll +Tough instead of +Charm.
- ☐ **Safety First:** You have jury-rigged extra protection into your gear, giving you +1 armour (maximum 2-armour).
- ☐ **DIY Surgery:** When **you do quick and dirty first aid on someone** (including yourself), roll +Cool. On a 10+ it's all good, it counts as normal first aid, plus stabilize the injury and heal 1 harm. On a 7-9 it counts as normal first aid, plus one of these, your choice:
 - Stabilise the injury but the patient takes -1 forward.
 - Heal 1-harm and stabilise for now, but it will return as 2-harm and become unstable again later.
 - Heal 1-harm and stabilise but the patient takes -1 ongoing until it's fixed properly.
- ☐ **Tools Matter:** With your signature weapon (see your gear, below), you get +1 to **kick some ass**.

GEAR

Pick one signature weapon and two practical weapons. You have protective wear, suited to your look, worth 1-armour.

If you want, you may take a classic car, classic motorcycle, plain pickup, or plain van.

Signature Weapons, pick one:

- ☐ Sawn-off shotgun (3-harm hand/close messy loud reload)
- ☐ Hand cannon (3-harm close loud)
- ☐ Fighting knife (2-harm hand quiet)
- ☐ Huge sword or huge axe (3-harm hand messy heavy)
- ☐ Specialist weapons for destroying your foes (e.g. wooden stakes and mallet for vampires, silver dagger for werewolves, etc.). 4-harm against the specific creatures it targets, 1-harm otherwise, and other tags by agreement with the Keeper.
- ☐ Enchanted dagger (2-harm hand magic)
- ☐ Chainsaw (3-harm hand messy unreliable loud heavy)

Practical 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 loud)
- ☐ Big knife (1-harm hand)
- ☐ Brass knuckles (1-harm hand stealthy)
- ☐ Assault rifle (3-harm close area loud reload)

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Sad eyes, icy eyes, angry eyes, untouchable eyes, emotionless eyes, hurt eyes, harrowed eyes, _____ eyes.
- Nondescript clothes, ragged clothes, casual clothes, hunting gear, army surplus gear, old clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

WHO YOU LOST

Who did you lose? Pick one or more of:

- ☐ Your parent(s): _____
- ☐ Your sibling(s): _____
- ☐ Your spouse/partner: _____
- ☐ Your child(ren): _____
- ☐ Your best friend(s): _____

WHAT DID IT?

With the Keeper's agreement, pick the monster breed.

My prey: _____

Why couldn't you save them? You were (pick one or more):

- | | |
|-----------------------------------|------------------------------------|
| <input type="checkbox"/> at fault | <input type="checkbox"/> slow |
| <input type="checkbox"/> selfish | <input type="checkbox"/> scared |
| <input type="checkbox"/> injured | <input type="checkbox"/> in denial |
| <input type="checkbox"/> weak | <input type="checkbox"/> complicit |

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 Wronged 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:

- They helped you at a critical point in your quest for revenge. Tell them what you needed help with.
- They stood between you and what you needed to find out. Ask them why.
- They also lost a friend or relative to these monsters. Ask them who it was.
- Relations, close or distant. Tell them exactly what.
- You saved their life, back when they were a pathetic newbie hunter. Ask them what you saved them from.
- You respect their hard-earned knowledge, and often come to them for advice.
- They showed you the ropes when you were learning how to fight.
- They saw you absolutely lose it and go berserk. Tell them what the situation was, and ask them how much collateral damage you caused.



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 Tough, max +3
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Sharp, max +2
- ☐ Get +1 Weird, max +2
- ☐ Take another Wronged move
- ☐ Take another Wronged move
- ☐ Gain a haven, like the Expert has, with two options
- ☐ Add one more option to 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.
- ☐ You track down the specific monster(s) responsible for your loss. The Keeper must make the next mystery about them.
- ☐ Change the target of your vengeful rage. Pick a new monster breed: **I know my prey** now applies to them instead.
- ☐ Get back one used Luck point.