

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):

- Video camera
- Tiny digital camera
- Film camera
- Digital recorder
- Tape recorder
- Infrared camera
- Pro sound gear
- Camera drone
- Starlight camera
- Steadicam rig
- Laser microphone
- SLR camera
- Nice smartphone
- _____

Detectors (pick two):

- Electromagnetic field detector
- Temperature fluctuation detector
- Ouija board
- Humidity meter
- Dowsing rods
- Chemistry test kit
- Metal detector
- Compass
- GPS receiver
- Laser rangefinder
- Pendulum
- Tarot deck
- _____

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, dogbody, 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!