

# 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

- Get +1 Charm, max +3
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Get +1 Weird, max +3
- Take another Spooktacular move
- Gain an ally
- Take another Show 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
- Get back one used Luck point
- Get your own traveling show. Maybe you take over your old one, maybe you start anew



## PLAYING THE SPOOKTACULAR

Your strengths are dealing with people and some very specific magic.

Look for opportunities to talk with folks: uncover their secrets, give them prizes, make deals, trick them, and confuse them. What you discover will help the team get to the bottom of mysteries.

Your weakness is fighting—you're not really set up to do that at all. When things get dangerous, you can create distractions to help the other hunters. If that's not enough, you may need to run away.

## THE SHOW

Figure out your relationship with the Show when you create your hunter. The most important thing is whether you still work there and have to fit in monster hunting around your duties.

If you still work the Show, you can suggest that the hunters are too. It's a good cover for monster hunters, and gives everyone the chance to add some of that circus style to their hunters. Come up with some of the other important people in the show as a group. More personalities will add a lot to the relationship between the hunters and the Show. There's a team concept to the right that builds on this.

If it's just you working the Show, figure out how you reconcile monster hunting and your regular duties, just like any hunter with other responsibilities.

Another option is that you left the Show (willingly or not). Is there a story there? Figure out what happened, and let the Keeper know. Particularly important are whether you left friends or enemies, how Show management think of you, and the state of the Show now.

Or perhaps you have your own idea instead? What is it?

Now all that's left is to get out there. On with the show!

## KEEPERING FOR THE SPOOKTACULAR

The main thing for the Spooktacular is to give them plenty of people to deal with. They need chances to make deals and figure folks out. Include in mysteries plenty of people who know bits and pieces of information, who have secrets, and who are going to lie to the hunters.

They're weak in a fight, so if they come up against a monster without backup, it's good idea to have the monster capture or disable the Spooktacular, rather than just kill them (much as you might with a Mundane in that situation). The Spooktacular has a number of tools to help them escape.

You should also make sure you get a good idea about the nature of their Show, in particular its goals and how it operates. If they still work with the Show, it's going to be around a lot. Make sure there are some interesting **bystanders** there, not just for the Spooktacular to deal with, but the other hunters too. Define the Show as a **location** threat (good choices are **wilds**, **crossroads**, or **maze** types), and perhaps include some other locations within. If the Show's nature suggests it, there may also be **monsters** and **minions** there.

Even if they've left the Show, make sure it crosses paths with the hunters now and again. This can give you the basis of an arc for your game, perhaps a sinister plot behind the Show, or perhaps something it's working against.

Include some mysteries that thematically fit with the Show's concepts. E.g.: the fair folk, demons making contracts, evil clowns, fate and predestination, illusion and deception, tricksters, unique and amazing creatures.

## WE'RE WITH THE CIRCUS

### *Spooktacular Focused Team Concept*

This team concept has the whole hunter team working as part of the Show. Although the Spooktacular gets the final word on the nature of the Show, get the whole group involved in the decision.

You'll also need to decide how the hunters relate to the Show. Choose one:

- We use the Show as cover for our independent monster hunting.
- The Show has always been about monster hunting, and we get missions from Management.
- The Show has sinister goals but we work from within to save people.
- We run the Show and decide where it goes and what it does.
- We hunt monsters independently, with Management knowledge and approval.
- \_\_\_\_\_.

The Show provides a base of operations and transport for the hunters. It has to go where the audiences are, but otherwise it's fairly free.

Each hunter should decide what their job is at the Show. Create a character or two you work with to fill out the cast.

**Special improvement:** The other hunters may use an improvement to take the Show's specialty as a move (as an extra improvement option). The Spooktacular may take an extra improvement to recover a used Luck point.

## ASTOUNDING PLAYTESTERS!

### *Featuring:*

Harrison Allen, Brianna Douglass, Emerald City Game Masters Guild, MarioGMan25, Oskar Linsenmeyer, Erika Kuta Marler, Stefan Tyler, Daniel Steadman, and Finley Stoutt.

Thanks for your feedback!