

# HUNTER PLAYBOOKS

Hunter playbooks have been given indicative ratings (from 1 to 3) in:

**ACTION:** How effective they are with stunts and fighting.

**MYSTERY:** How effective they are at research, talking to people, and generally figuring stuff out.

**ODD:** How much they get weird powers and strange stuff going on with them.

**STORY:** How much the inclusion of this playbook will influence the whole game.

**TEAM:** How much you help the team as a whole succeed.

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## MONSTER OF THE WEEK

### CHOSEN

You are the chosen one. You have the potential to stop the end of the world, but you aren't ready for it yet.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### CROOKED

You have an occult criminal past, but now you hunt monsters. Brings old friends and enemies into the story.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### DIVINE

You are, or have been imbued with, a godly power. This causes many problems, but you are formidable.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### EXPERT

You have studied monsters and the occult all your life. Now you are more of a mentor and supporter to the team than a front-line monster hunter.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### FLAKE

You believe and research the strangest side of the paranormal, and rely on intuition more than facts.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### INITIATE

You are part of an ancient monster-hunting secret society. Wide range of abilities.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### MONSTROUS

You are a monster—or half-monster—on the side of good. Wide variety of abilities depending on building your monstrous breed.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### MUNDANE

You are the regular person without any powers. Good at supporting the rest of the team (often by getting into trouble).

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### PROFESSIONAL

You work for an official monster-hunting agency. Good at directing and supporting the team.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### SNOOP

You are a journalist who investigates the supernatural. All about finding the facts.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

*(Note: new in hardcover edition, also available from Generic Games or Evil Hat websites)*

### SPELL-SLINGER

You are a wizard, trained and with a paid up membership. Great at casting spells.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### SPOOKTACULAR

You were part of the crew in a mystical carnival. You're good socially and have access to useful magical skills.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

*(Note: new in hardcover edition, also available from Generic Games or Evil Hat websites)*

### SPOOKY

You have strange, dark mystical powers that tempt you to do bad things. Great at weird dark magic and angst.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### WRONGED

You lost everything important to monsters and seek revenge by killing them all. All about desperate action.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

## TOME OF MYSTERIES

### GUMSHOE

You are a detective or private eye with a connection to the supernatural, and a code. Great at solving mysteries.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### HEX

A trained witch who can codify her spells so they are more predictable. Excellent at magic.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### PARAROMANTIC

You have a deep emotional bond with a monster. The relationship gives you insights into the mystical.

**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

### SEARCHER

You had an encounter with the unknown that left you on a quest for answers.

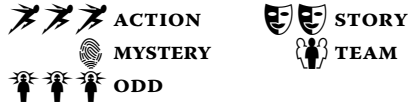
**ACTION** **STORY**  
 **MYSTERY** **TEAM**  
 **ODD**

## OTHER APPROVED PLAYBOOKS

Check the Generic Games website for links to and/or downloads of these playbooks.

### CONSTRUCTED

You are an artificial, made person. Powerful but troubled.



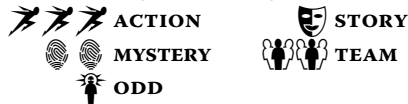
### EXILE

You were transported from the past in pursuit of a monster, and must learn to live in the modern world.



### HARD CASE

You are a tough as nails fighter.



### MEDDLING KID

Jinkies! Time to figure out if it really is old man Smithers under that mask!



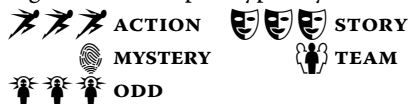
### SIDEKICK

You are the star-struck sidekick of one of the other hunters, striving to be like them.



### SUMMONED

You were summoned to end the world, but you don't want to do that any more. You might start the apocalypse by accident.



## QUICK IDEAS

**I want action!** *Look at:* Chosen, Divine, Expert, Spell-slinger, Wronged, Constructed, Exile, Hard Case, Summoned.

**I want mystery-solving!** *Look at:* Crooked, Expert, Flake, Mundane, Pararomantic, Professional, Snoop, Spooky, Gumshoe, Searcher, Meddling Kid.

**I want weird powers and magic!** *Look at:* Divine, Monstrous, Spell-slinger, Spooktacular, Spooky, Hex, Pararomantic, Constructed, Curse-eater, Exile, Summoned.

**I want to be the centre of the story!** *Look at:* Chosen, Divine, Initiate, Wronged, Pararomantic, Curse Eater, Exile, Meddling Kid, Summoned.

**I want to support the team!** *Look at:* Expert, Initiate, Mundane, Professional, Sidekick.

## TEAM PLAYBOOKS

These are rated from 1-3 by:

**ODD:** How far they take you from the game's "default" assumptions.

**STORY:** How much they direct the whole game to be about the team's background.

## CODEX OF WORLDS

### AGENTS IN BLACK

The team works for the agency that defends Earth from aliens and weird science.



### ALWAYS ON THE ROAD

The team travels from one monster lead to the next, each mystery a new place.



### THE CHOSEN ONE & ENTOURAGE

The team comprises a Chosen and their friends and supporters.



### GUARDIANS OF THE BORDERLAND

The team look after an area where the borders between worlds are thin.



### I.M.P.S.

The team is an elite international monster hunting squad. Lots of support and gear, mysteries can be anywhere in the world.



### INTERDIMENSIONAL CRISIS TEAM

The team is a multiversal troubleshooting squad, dealing with monsters from many worlds and timelines.



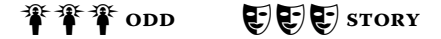
### THE LAST SURVIVORS

The team survived a terrible, apocalyptic event and just managed to stop it. Now they try to prevent the next one.



### LEAGUE OF DOUBLE LIVES

The team balances monster hunting against their real identities as important people in their town.



### MERCENARIES

The team are freelance monster hunters.



### MYSTERY CLUB

The team are cartoon-style monster hunters, more slapstick and jokes than horror.



### THE NIGHT SHIFT

The team works the night shift at a place that draws weirdness.



### SUBURBAN WATCH GROUP

The team defends their home neighbourhood from the dangers of the occult.



### TOURING BAND

The team is a band. Wherever they go, there always seem to be monsters there.



### WHISTLEBLOWERS

This team has discovered their organisation is using the supernatural for evil, and have decided to fight back.



### WILD HUNT FUGITIVES

Forced to become part of the Wild Hunt of myth, but they escaped. Now the Hunt is after them.

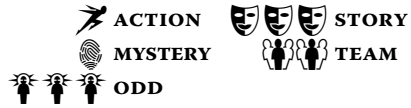


# CODEX STRETCH GOALS

## HUNTER PLAYBOOKS

### CURSE-EATER

You can take curses and evil magic into yourself and then use them, although you risk corruption.



## TEAM PLAYBOOKS

### AN ARMY OF ONE

The team are all different versions of the same person. Clones, alternate timeline variants, quintuplets—the choice is yours!



### BACK TO SQUARE ONE

The team were once veteran monster hunters, but have lost all their powers.



### DOOMED WORLD EXILES

The team survived an apocalypse in a different world or timeline, and washed up here.



### MONSTER REVELATIONS SHOW

The team are journalists investigating the uncanny.



### STORIED HUNTER LINEAGE

The team are members of a long surviving monster hunting family, who know many secrets but also draw the attention of powerful enemies.



### THRILL SEEKERS

The team hunts monsters for the pure adrenaline excitement of it all.

