

NON-LETHAL PLAY

These rules change the tone of the game from gritty action-horror into cartoon spooky action. They're primarily intended for the Mystery Club team playbook, but can be used for any game where you'd like more of a Saturday morning cartoon style.

AGENDA AND PRINCIPLES

In the Keeper agenda, use "Make the hunters' lives spooky and full of surprises" in place of "dangerous and scary."

For the Keeper principles, change these:

- "Put scary stuff into everyday situations" in place of "Put horror into everyday situations."
- "Monsters can appear anywhere" in place of "Nothing is safe..."

KEEPER AND THREAT MOVES

You'll also need to reinterpret all your moves from the perspective of a non-lethal, spooky game instead of a horrific game. In general, the feeling behind each move should be the same, just filtered into a cartoon style.

BUILDING MYSTERIES

In general, the hunters are going to be less dangerous. Monsters and minions can have lower harm capacities than standard *Monster of the Week*. Armour should also be used less.

There's no need to reduce how much harm their attacks cause, because harm is less dangerous and healing is much quicker.

Everything else remains the same, just with that cartoon style.

HARM AND NOT DYING

Hunters can't die in play. When a hunter's harm track is filled and they take further harm, instead of "dying," they are "out of action." The hunter is unable to act on their own and can't resist what happens to them (being tied up, carried to a monster's lair, etc.).

Monsters still must have their weakness found and exploited before being defeated. They are not killed when their harm track is filled, but captured, disabled, banished, unmasked and arrested, or otherwise prevented from causing further chaos. The same goes for minions.

Bystanders can be captured, knocked over, and scared. Serious harm never occurs "on-screen." There is always a way for the hunters to save them.

HEALING

All existing moves that allow healing may be used during action scenes, taking moments only.

After a fight, all harm is removed from the hunters. Players may choose for their hunter to retain cosmetic signs of injury (bandages, slings, bumps on the head, etc.) if they want. Hunters who were out of action wake up to find themselves, well, wherever they ended up (but still on zero harm).

GEAR

To avoid guns and more horror-style weapons, allow the hunters to swap these for any of their existing gear picks:

- Furious struggle (0-harm hand 1-armour)
- Martial arts (1-harm intimate/hand)
- Martial arts master (2-harm intimate/hand 1-armour)
- Traps (1-harm hand/close/far slow capture). More elaborate traps might do 2- or 3-harm.
- Stun-gun (1-harm hand stun recharge)
- Hockey stick/bat/etc. (2-harm hand)
- Slingshot (2-harm close reload)
- Net or blanket (0-harm hand/close bulky capture)