











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.

The playbooks come from a variety of sources:

-  **Monster of the Week**
-  **Tome of Mysteries**
-  **Slayer's Survival Kit**
-  **Codex of Worlds: Apocrypha**
-  From the **Generic Games** website

QUICK IDEAS

-  **I want action!** *Look at:* Action Scientist, Chosen, Divine, Expert, Spell-slinger, Wronged, Constructed, Exile, Hard Case, Summoned.
-  **I want mystery-solving!** *Look at:* Crooked, Envoy, 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, Curse-eater, Exile, Summoned.
-  **I want to be the centre of the story!** *Look at:* Celebrity, Chosen, Divine, Initiate, Wronged, Pararomantic, Curse Eater, Exile, Meddling Kid, Summoned, Visitor.
-  **I want to support the team!** *Look at:* Covenant, Expert, Initiate, Mundane, Professional, Sidekick.






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Action Scientist

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
















You are a scientist or scholar who pairs research and theory with thrilling adventure.

Celebrity

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

You are a famous entertainer who hunts monsters in their spare time.

Changeling

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

You were brought up as a human, but are not one. You'll struggle with your own nature.

Chosen

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

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

Covenant

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


You understand teamwork better than most, and are great at leveraging the potential of allies.

Crooked

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







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

Curse-eater

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

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

Divine

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


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

Envoy

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
















You serve a mysterious and distant power.

Exile

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














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

Expert

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
















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.

Flake

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
















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

Forged

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
















You are a magical item with the ability to take on a human form.

Gumshoe

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

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

Hard Case

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

You are as tough as nails fighter.

Hex

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

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

Host

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



You are a human bonded with a symbiotic creature and must balance both sides' needs.

Initiate

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

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

Interface

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

You prefer computers and machines to people, and are constantly tinkering with gear.

Meddling Kid

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

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

Monstrous

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

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

Mundane

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

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

Pararomantic

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

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

Professional

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

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

Searcher

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

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

Sidekick

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

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

Snoop

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

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

Spell-slinger

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

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

Spooktacular

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

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

Spooky

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

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

Summoned

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

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

Visitor

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

You come to this world from a strange and distant land (planet, dimension, etc).


Wronged


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

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


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.

The playbooks come from a few sources:

 **Codex of Worlds**

 **Codex of Worlds: Apocrypha**

 **Slayer's Survival Kit**

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Agents in Black

  **ODD**

  **STORY**

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

Always on the Road

 **ODD**

 **STORY**

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

Army of One

   **ODD**

   **STORY**

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

Artifact Collectors

  **ODD**

  **STORY**

There are many important objects out there in the hands of people and things that don't deserve them. Your team aims to change that.

Back To Square One

  **ODD**

   **STORY**

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

Chosen One & Entourage

 **ODD**

  **STORY**

The team comprises a Chosen and their friends and supporters.

Coven

  **ODD**

   **STORY**

A group of supernatural beings protecting the innocent from malevolent forces.

Doomed World Exiles

 **ODD**

   **STORY**

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

Escaped Experiments

   **ODD**

   **STORY**

A group of people or beings in hiding from a nefarious project that seeks to recapture you.

Good Monsters

  **ODD**

  **STORY**

A group of monsters who have made a pact to use their powers for good instead of evil.

Guardians of the Borderland

  **ODD**

   **STORY**

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

I.M.P.S.

  **ODD**

 **STORY**

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

Interdimensional Crisis Team

   **ODD**

  **STORY**

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

Last Survivors

 **ODD**

   **STORY**

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

   **ODD**

   **STORY**

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

Medical Team

  **ODD**

  **STORY**

Staff of a medical facility that deals with an inordinate number of supernatural cases.

Mercenaries

 **ODD**

 **STORY**

The team are freelance monster hunters.

Mundane Monstrosities

  **ODD**

  **STORY**

Some supernatural creatures are just average people.

Mystery Club



👤 👤 👤 ODD

👤 👤 STORY

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

Suburban Watch Group



👤 ODD

👤 👤 STORY

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

Monster Revelations Show



👤 👤 ODD

👤 👤 STORY

The team are journalists investigating the uncanny.

Swipe to Slay



👤 ODD

👤 👤 STORY

Users of an app that promised money in exchange for hunting monsters and ghosts.

Night Shift



👤 👤 ODD

👤 👤 STORY

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

Thrill Seekers



👤 ODD

👤 STORY

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

Radio Station



👤 👤 👤 ODD

👤 👤 👤 STORY

Staff of a local radio station who find themselves often receiving calls about dark forces.

Touring Band



👤 👤 ODD

👤 👤 STORY

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

Research Lab



👤 👤 ODD

👤 👤 👤 STORY

Plucky staff at an advanced research facility.

Whistleblowers



👤 👤 ODD

👤 👤 STORY

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

Storied Hunter Lineage



👤 ODD

👤 👤 👤 STORY

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

Wild Hunt Fugitives



👤 👤 👤 ODD

👤 👤 STORY

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