# HUNTER PLAYBOOKS

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

- **X 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
- Report Codex of Worlds: Apocrypha
- From the **Generic Games** website

# **OUICK IDFAS**

- **7** 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.
- 躇 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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You are a scientist or scholar who pairs research and theory with thrilling adventure.

ET STORY

₹\$ TEAM



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

#### Changeling



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

#### 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.

#### Covenant



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

#### Crooked



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

#### **Curse-eater**



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



STORY



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.

STORY

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

#### Divine



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

#### Forged

Expert

\*\* \* \* ACTION

筝筝 ODD



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

#### Envov



You serve a mysterious and distant power.

#### Gumshoe



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

#### Exile



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

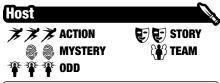
### **Hard Case**



You are a tough as nails fighter.



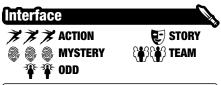
A trained witch who can codify her spells so they are more predictable. Excellent at magic.



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



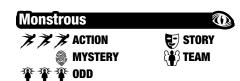
You are part of an ancient monster-hunting secret society. Wide range of abilities.



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



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



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



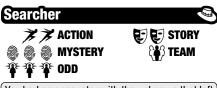
You are the regular person without any powers. Good at supporting the rest of the team (often by getting into trouble).



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



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



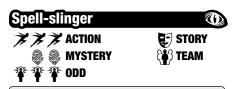
You had an encounter with the unknown that left you on a quest for answers.



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



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



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



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



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





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



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



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:

- (S) Codex of Worlds
- Report Codex of Worlds: Apocrypha Slayer's Survival Kit

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#### **Agents in Black**





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

#### Alwavs on the Road



**STORY** 

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

#### Army of One





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

#### Artifact Collectors



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**





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

#### **Chosen One & Entourage**



The team comprises a Chosen and their friends and supporters.

#### Coven





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

#### Doomed World Exiles





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

#### **Escaped Experiments**





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

#### Good Monsters





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

#### **Guardians of the Borderland**





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

#### I.M.P.S.



작 ODD

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.

#### Last Survivors



작 ODD



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



事事事 ODD

ET ET STORY

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

#### Medical Team



ET ET STORY

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

#### **Mercenaries**



작 ODD

**STORY** 

The team are freelance monster hunters

#### **Mundane Monstrosities**





Some supernatural creatures are just average people.







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

#### **Suburban Watch Group**





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

### **Monster Revelations Show**





The team are journalists investigating the uncanny.

#### Swipe to Slay





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

#### **Night Shift**





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

#### **Thrill Seekers**





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

#### **Radio Station**





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

#### Touring Band







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

#### Research Lab







Plucky staff at an advanced research facility.

#### Whistleblowers







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

#### **Storied Hunter Lineage**





ET ET 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**







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