

HUNTER AGENDA

- Act like you're the hero in this story (because you are).
- Make your own destiny.
- Find the damn monsters and stop them.
- Play your hunter like they're a real person.

BASIC MOVES

KICK SOME ASS

When you get into a fight and kick some ass, **roll +Tough**.

On a 7+, you and whatever you're fighting inflict harm on each other. The amount of harm is based on the established dangers in the game. That usually means you inflict the harm rating of your weapon and your enemy inflicts their attack's harm rating on you.

On a 10+, choose one extra effect:

- You gain the advantage: take +1 forward, or give +1 forward to another hunter.
- You inflict terrible harm (+1 harm).
- You suffer less harm (-1 harm).
- You force them where you want them.

ADVANCED: On a 12+ instead pick an enhanced effect:

- You completely hold the advantage. All hunters involved in the fight get +1 forward.
- You suffer no harm at all.
- Your attack inflicts double the normal harm.
- Your attack drives the enemy away in a rout.

ACT UNDER PRESSURE

When you act under pressure, **roll +Cool**.

On a 10+ you do what you set out to.

On a 7-9 the Keeper is going to give you a worse outcome, hard choice, or price to pay.

ADVANCED: On a 12+ you may choose to either do what you wanted and something extra, or to do what you wanted to absolute perfection.

HELP OUT

When you help another hunter, **roll +Cool**.

On a 10+ your help grants them +1 to their roll.

On a 7-9 your help grants them +1 to their roll, but you also expose yourself to trouble or danger.

ADVANCED: On a 12+ your help lets them act as if they just rolled a 12, regardless of what they actually got.

INVESTIGATE A MYSTERY

When you investigate a mystery, **roll +Sharp**. **On a 10+** hold 2, and **on a 7-9** hold 1. One hold can be spent to ask the Keeper one of the following questions:

- What happened here?
- What sort of creature is it?
- What can it do?
- What can hurt it?
- Where did it go?
- What was it going to do?
- What is being concealed here?

ADVANCED: On a 12+, you may ask the Keeper any question you want about the mystery, not just the listed ones.

MANIPULATE SOMEONE

Once you have given them a reason, tell them what you want them to do and **roll +Charm**.

For a normal person:

- **On a 10+**, then they'll do it for the reason you gave them. If you asked too much, they'll tell you the minimum it would take for them to do it (or if there's no way they'd do it).
- **On a 7-9**, they'll do it, but only if you do something for them right now to show that you mean it. If you asked too much, they'll tell you what, if anything, it would take for them to do it.
- **ADVANCED: On a 12+** not only do they do what you want right now, they also become your **ally** for the rest of the mystery (or, if you do enough for them, permanently).

For another hunter:

- **On a 10+**, if they do what you ask they mark experience and get +1 forward.
- **On a 7-9**, they mark experience if they do what you ask.
- **On a miss**, it's up to that hunter to decide how badly you offend or annoy them. They mark experience if they decide not to do what you asked. Monsters and minions cannot normally be manipulated.
- **ADVANCED: On a 12+** they must **act under pressure** to resist your request. If they do what you ask, they mark one experience and take +1 ongoing while doing what you asked.

PROTECT SOMEONE

When you prevent harm to another character, **roll +Tough**.

On a 7+, you protect them okay, but you'll suffer some or all of the harm they were going to get.

On a 10+ choose an extra:

- You suffer little harm (-1 harm).
- All impending danger is now focused on you.
- You inflict harm on the enemy.
- You hold the enemy back.

ADVANCED: on a 12+ both you and the character you are protecting are unharmed and out of danger. If you were protecting a bystander, they also become your **ally**.

READ A BAD SITUATION

When you look around and read a bad situation, **roll +Sharp**.

On a 10+ hold 3, and **on a 7-9**, hold 1.

One hold can be spent to ask the Keeper one of the following questions:

- What's my best way in?
- What's my best way out?
- Are there any dangers we haven't noticed?
- What's the biggest threat?
- What's most vulnerable to me?
- What's the best way to protect the victims?

If you act on the answers, you get +1 ongoing while the information is relevant.

ADVANCED: On a 12+ you may ask the Keeper any question you want about the situation, not just the listed ones.

USE MAGIC

When you use magic, say what you're trying to achieve and how you do the spell, then **roll +Weird**.

On a 10+, the magic works without issues: choose your effect.

On a 7-9, it works imperfectly: choose your effect and a glitch. The Keeper will decide what effect the glitch has.

ADVANCED: On a 12+ the Keeper will offer you some added benefit.

EFFECTS

- Inflict harm (1-harm ignore-armour magic obvious).
- Enchant a weapon. It gets +1 harm and +magic.
- Do one thing that is beyond human limitations.
- Bar a place or portal to a specific person or a type of creature.
- Trap a specific person, minion, or monster.
- Banish a spirit or curse from the person, object, or place it inhabits.
- Summon a monster into the world.
- Communicate with something that you do not share a language with.
- Observe another place or time.
- Heal 1-harm from an injury, or cure a disease, or neutralize a poison.

GLITCHES

- The effect is weakened.
- The effect is of short duration.
- You take 1-harm ignore-armour.
- The magic draws immediate, unwelcome attention.
- It has a problematic side effect.

THE KEEPER MAY SAY THAT...

- The spell requires weird materials.
- The spell will take 10 seconds, 30 seconds, or 1 minute to cast.
- The spell requires ritual chanting and gestures.
- The spell requires you to draw arcane symbols.
- You need one or two people to help cast the spell.
- You need to refer to a tome of magic for the details.

BIG MAGIC

Use this when you want more than the Use Magic effects. Tell the Keeper what you want to do.

The Keeper may require:

- You need to spend a lot of time (days or weeks) researching the magic ritual.
- You need to experiment with the spell – there will be lots of failures before you get it right.
- You need some rare and weird ingredients and supplies.
- The spell will take a long time (hours or days) to cast.
- You need a lot of people (2, 3, 7, 13, or more) to help.
- The spell needs to be cast at a particular place and/or time.
- You need to use magic as part of the ritual, perhaps to summon a monster, communicate with something, or bar the portal you opened.
- It will have a specific side-effect or danger.

If you meet the requirements, then the magic takes effect.

HARM

Whenever you suffer harm, the Keeper will tell you what effect it has.

Injury severity depends on how much harm you have suffered:

- 0-harm wounds have only minor, short term effects.
- 4-7 harm wounds are serious and unstable. They will get worse unless treated. Mark the "Unstable" box.
- 8-harm or more will kill a normal human, including a hunter.

Armour reduces the harm suffered by the number of points it is rated for.

Monsters may not be defeated until you use their weakness against them, and this applies to some minions as well.

RECOVERY

- 0 harm wounds are considered healed right away.
- 1-3 harm wounds improve when you receive first aid, and later when you rest. Heal 1 when you do.
- Unstable wounds require first aid to become stable. While unstable, they may get worse.
- 4+ harm wounds require a healing move, time in an infirmary or hospital, or magical healing.

At the end of the mystery, you also have a chance to heal.

- If there is no chance to rest, heal 1 harm.
- If there is plenty of time, heal all harm.

LUCK

When you spend a point of Luck, pick one:

- Decrease a wound you have suffered to 0 harm.
- After you roll, retroactively change the result to a 12.

When you have no luck left, bad things will happen to you.

LEVELING UP

Mark an experience point whenever your roll totals six or less, or when a move tells you to.

Whenever you mark the fifth experience box, level up. Erase all five marks and choose an improvement from your list.

After you have levelled up five times, you may choose from the advanced improvement list as well.

END OF SESSION

At the end of each session, the Keeper will ask the following questions:

- Did we conclude the current mystery?
- Did we save someone from certain death (or worse)?
- Did we learn something new and important about the world?
- Did we learn something new and important about one of the hunters?

If you get one or two "Yes" answers, mark one experience. If you get three or four, mark two.

ALTERNATIVE WEIRD BASIC MOVES

Hunters who do not have **use magic** as their Weirdness move must treat any spell as big magic. The Keeper may wish to pick requirements towards the lighter end of the spectrum if the spell's effects will be at the level of **use magic**.

Big magic still works the same for everyone, but you may adjust the requirements so they have a more 'weird science' style when appropriate.

EMPATH

When you **open up your brain to feel the emotions of something right there in front of you**, roll +Weird:

- **On a 10+**, you gain a clear impression of their current emotional state and intentions. Take +1 forward when acting on this knowledge.
- **On a 7-9**, you gain a hazy impression of their current emotional state and intentions.
- **On a miss**, your brain is overwhelmed with emotion.
- **ADVANCED: On a 12+**, you get an impression (as for 10 or more), and you may ask one follow-up question that the Keeper will answer honestly.

You can use **empath** on anything with emotions, but the less human they are, the less it's safe for you. If the emotions are especially strong or alien, you might need to **act under pressure**.

ILLUMINATED

When you **telepathically ask the Secret Masters for aid**, roll +Weird:

- **On a 10+**, the Secret Masters reveal a key fact, clue, or technique that will help you.
- **On a 7-9**, the Secret Masters need you to complete a task for them. Once it is done, they reveal a key fact, clue, or technique that will help you.
- **On a miss**, the Secret Masters' reply is terrible, garbled, or somehow dangerously wrong.
- **ADVANCED: On a 12+**, the Secret Masters reveal a key fact, clue, or technique that will help you. You may ask one follow-up question that the Keeper will answer honestly.

NO LIMITS

When you **push your physical body past its limits**, roll +Weird:

- **On a 10+**, your body obeys your will, to the limits of physical possibility (see below), for a moment.
- **On a 7-9**, you do it but choose one consequence: suffer 1-harm, take -1 forward, or you need to rest right now.
- **On a miss**, something goes horribly wrong.
- **ADVANCED: On a 12+**, you can continue acting at your body's limits for 30 seconds.

For the purposes of this move, "physical possibility" means "conceivably possible for a human." For example:

- **Physically Possible:** Lift an SUV, Jump over a truck, Punch through a wall.
- **Not Physically Possible:** Lift a building, Fly, Punch a blast of energy at a foe.

PAST LIVES

When you **channel your previous incarnations to discover something**, pose your question and roll +Weird:

- **On a 10+**, a past life has something useful to offer. Ask the Keeper two of the questions below.
- **On a 7-9**, a past life has a little experience with this. Ask the Keeper one of the questions below.
- **On a miss**, a past life takes over for a while.
- **ADVANCED: On a 12+**, a past life knows exactly what you were after. Ask the Keeper one of the questions below, and one free-form question. Gain +1 ongoing while acting on the answers.

Past Lives questions:

- What did a past life discover about _____?
- How did a past life deal with _____?
- What important hidden secret can a past life show me the way to?
- What did a past life learn too late to help them?
- What does a past life advise me to do now?

SENSITIVE

When you **open up your brain to the psychic environment**, roll +Weird:

- **On a 10+**, you gain a definite impression (a vision, tangible aura, overheard thought, etc) about something important.
- **On a 7-9**, you gain a hazy impression about something important.
- **On a miss**, your brain makes contact with something dangerous.
- **ADVANCED: On a 12+**, you get an impression as for 10 or more, plus you may ask one follow-up question that the Keeper will answer honestly.

TRUST YOUR GUT

When you **consult your instincts about what to do next**, roll +Weird:

- **On a 10+**, the Keeper will tell where you should go. Wherever that is, it will be important. You get +1 ongoing on the way to this place.
- **On a 7-9**, the Keeper will tell you a general direction to go. Take +1 forward as you explore that.
- **On a miss**, your instincts lead you into danger.
- **ADVANCED: On a 12+**, in addition to the usual 10+ result, the Keeper will tell you about one important thing you should investigate further.

TELEKINESIS

When you **fling something with your mind**, roll +Weird:

- **On a 10+**, you move it. Choose two options and mark 1-harm.
- **On a 7-9**, you move it but it hurts. Choose one option and mark 2-harm.
- **On a miss**, something goes horribly wrong.

By default you can move something smaller than a person. You don't have much control, and you can't move it strongly enough to hurt anything.

Telekinesis options (anything not picked is not true):

- Something is held fast.
- Something is hurt (2-harm smash).
- Something catches fire.
- You can fling something bigger than a person.
- You keep it basically under your control.
- You suffer 1 less harm.

ADVANCED: When you advance your **telekinesis** move, add this:

- **On a 12+**, choose three options. You may also choose from these advanced options:
 - Something explodes (3-harm close fire area messy)
 - Something implodes (3-harm close crush)
 - Lots of stuff is flying under your control.
 - You have perfect and precise control over exactly what happens.

WEIRD SCIENCE

When you **create or adapt a device to analyse or deal with strangeness**, say what it will do and roll +Weird:

- **On a 10+**, you pick two requirements.
- **On a 7-9**, you pick one requirement and the Keeper picks a second one.
- **On a miss**, something goes horribly wrong. You are still able to create your device, but the Keeper picks three requirements.
- **ADVANCED: On a 12+**, you gain +1 ongoing when operating the device.

Weird science requirements:

- It needs a rare and/or weird material.
- It won't be very reliable.
- It requires huge amounts of power or fuel.
- It will take a long time to get it working.
- It won't work exactly as you intended.
- You'll need help (beyond the hunters on your team) to finish it.

PHENOMENA

INVESTIGATING PHENOMENA

Hunters dealing with phenomena may ask the following as part of the standard **investigate a mystery** list of questions:

- How is this phenomenon doing this?
- What could fix it, cure it, or slow it down?
- How far does the effect reach?
- What will be affected next?

PHENOMENA THREAT MOVES

These are the threat moves a phenomenon can use during the mystery:

- Hint at its effects.
- Show its effects directly and undeniably.
- Break the world's laws.
- Increase or decrease in size or intensity.
- Create some new weirdness.
- Harm or destroy someone or something.
- React unexpectedly.
- Escape from containment.
- Hold something in place.
- Grant an unnatural ability.
- Hinder movement.
- Subvert a bystander's motivation.

PHENOMENON TYPES

These are the possible phenomenon types:

- Alien (motivation: to be unfathomable)
- Artifact (motivation: to grant someone more power than they can handle)
- Biohazard (motivation: to infect, harm, and spread)
- Bubble (motivation: to keep inside things inside, and outside things outside)
- Conspiracy (motivation: to gather power, keep secrets, and create confusion)
- Corruption (motivation: to change the laws of the universe)
- Experiment (motivation: to unleash dangers)
- Mutagen (motivation: to transform creatures and people)
- Panic (motivation: to make people act irrationally)
- Portal (motivation: to draw things from one world to another)
- Teratogen (motivation: to turn creatures and people into monsters)
- Zone (motivation: to harm all that venture within)



KEEPER AGENDA

- Make the world seem real
- Play to see what happens
- Make hunters' lives dangerous & scary

PRINCIPLES

- Put horror in everyday situations
- Address the hunters, not the players
- Use the Keeper moves, without names
- Be a fan of the hunters
- Build a coherent mythology in play
- Nothing is safe
- Name everyone they meet, make them seem like normal folks
- Ask questions and build on the answers
- Sometimes give them exactly what they earned, rather than all they wanted
- What's happening off-screen?
- Don't always decide what happens
- Everything is a threat

ALWAYS SAY...

- What the principles demand
- What the rules demand
- What your preparation demands
- What honesty demands

BASIC KEEPER MOVES

- Separate them
- Reveal future badness
- Reveal off-screen badness
- Inflict harm, as established
- Make them investigate
- Make them acquire stuff
- Tell the possible consequences and ask if they want to go ahead
- Turn their move back on them
- Offer an opportunity, & maybe a cost
- Take away some of the hunters' stuff
- Put someone in trouble
- Make a threat move, from one of your mystery or arc threats
- After every move, ask what they do next

HARM MOVES

Every time anyone gets hurt, use one.

0-harm or more:

- Momentarily inhibited
- Drop something
- Take -1 forward

1-harm or more:

- Fall down
- Take -1 ongoing
- Pass out
- Intense pain

Unstable wounds:

- +1 harm

8-harm or more:

- Dying or dead.

MONSTER MOVES

- Hint at its presence
- Display its full might
- Appear suddenly
- Attack with great force and fury
- Seize someone or something
- Attack with stealth and calculation
- Order underlings to do terrible acts
- Destroy something
- Escape, no matter how well contained
- Give chase
- Return to home ground
- Boast and gloat, maybe revealing a secret
- Return from seeming destruction
- Use an unnatural power

MINION MOVES

- A burst of sudden, uncontrolled violence
- Make a coordinated attack
- Capture someone, or steal something
- Reveal a secret
- Deliver someone or something to the master
- Give chase
- Make a threat or demand for the master
- Run away
- Use an unnatural power
- Display a hint of conscience or humanity
- Disobey the master, in some petty way

BYSTANDER MOVES

- Go off alone
- Argue with the hunters
- Get in the way
- Reveal something
- Confess their fears
- Freak out in terror
- Try to help the hunters
- Try to protect people
- Display inability or incompetence
- Seek help or comfort

LOCATION MOVES

- Present a hazard
- Reveal something
- Hide something
- Close a way
- Open a way
- Reshape itself
- Trap someone
- Offer a guide
- Present a guardian
- Something doesn't work properly
- Create a particular feeling

HUNTER BASIC MOVES

- Act Under Pressure (Cool)
- Help Out (Cool)
- Investigate A Mystery (Sharp)
- Kick Some Ass (Tough)
- Manipulate Someone (Charm)
- Protect Someone (Tough)
- Read A Bad Situation (Sharp)
- Use Magic (Weird)

END OF SESSION EXPERIENCE

1-2 "yes": 1 mark; 3-4 "yes": 2 marks

- Did they conclude the current mystery?
- Did they save someone from certain death (or worse)?
- Did we learn something new and important about the world?
- Did we learn something new and important about one of the hunters?

MYSTERY CREATION

1. BASIC CONCEPT

- A cool monster from urban legend or folklore.
- A loose end from a previous mystery.
- A problem from one of your arcs.
- Take a plot from somewhere else and change some details.
- A place you know that would make a good place for a monster to lurk.
- Is there something the hunters want to check out?
- Return of a monster, bystander, or location from a previous mystery.

2. HOOK

The clue that caught the hunters' attention.

3. THREATS

Create your monsters, minions, bystanders and locations.

4. COUNTDOWN

What would happen if the hunters never came here? Break it into six key events:

1. Day
2. Shadows
3. Sunset
4. Dusk
5. Nightfall
6. Midnight

CREATING THREATS

Pick a type and then create the details listed underneath.

MONSTERS (MOTIVATION)

- Beast (to run wild, destroying and killing)
- Breeder (to give birth to, bring forth, or create evil)
- Collector (to steal specific sorts of things)
- Destroyer (to bring about the end of the world)
- Devourer (to consume people)
- Executioner (to punish the guilty)
- Parasite (to infest, control and devour)
- Queen (to possess and control)
- Sorcerer (to usurp unnatural power)
- Tempter (to tempt people into evil deeds)
- Torturer (to hurt and terrify)
- Trickster (to create chaos)

Name, how it looks, what does it want to achieve?

POWERS: What supernatural abilities does it have?

WEAKNESS: What is the monster vulnerable to?

ATTACKS: Description, how much harm it does (usually 3 to 5), range, other tags.

ARMOUR: Normally 1- or 2-armour.

HARM CAPACITY: Normally 8-12 harm to kill it.

Any custom moves for the monster (e.g. for its powers)?

BYSTANDERS (MOTIVATION)

- Busybody (to interfere in other people's plans)
- Detective (to rule out explanations)
- Gossip (to pass on rumours)
- Helper (to join the hunt)
- Innocent (to do the right thing)
- Official (to be suspicious)
- Skeptic (to deny supernatural explanations)
- Victim (to put themselves in danger)
- Witness (to reveal information)

Name the bystander.

- What do they know about the situation?
- What do they do?
- What do they look like?
- What do they want from the hunters?
- Any custom moves for this bystander?

LOCATIONS (MOTIVATION)

- Crossroads (to bring people, and things, together)
- Deathtrap (to harm intruders)
- Den (to harbour monsters)
- Fortress (to deny entry)
- Hellgate (to create evil)
- Hub (to reveal information)
- Lab (to create weirdness)
- Maze (to confuse and separate)
- Prison (to constrain and prevent exit)
- Wilds (to contain hidden things)

Name the location.

- What is it like? Optionally, draw a map.
- Any custom moves for this location?

MINIONS (MOTIVATION)

- Assassin (to kill the hunters)
- Brute (to intimidate and attack)
- Cultist (to save their own skin at any cost)
- Guardian (to bar a way or protect something)
- Right hand (to back up the monster)
- Plague (to swarm and destroy)
- Renfield (to push victims towards the monster)
- Scout (to stalk, watch, and report)
- Thief (to steal and deliver to the monster)
- Traitor (to betray people)

What is it called? What does it look like? How loyal to the master is it?

POWERS: What supernatural abilities does it have?

WEAKNESS: Is this minion especially vulnerable to anything?

ATTACKS: Description, how much harm (usually 2-4), range, other tags

ARMOUR: Normally 0- to 1-armour.

HARM CAPACITY: Normally 5-10 harm to kill it.

Any custom moves for this minion (e.g. for its powers)?

CUSTOM MOVES

- What's the basic concept for the move?
- When is it triggered?
- What effect does it have?