

# 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**
- Mystic Marginalia**
- From the **Generic Games** website

## QUICK IDEAS

- I want action!** *Look at:* Action Scientist, Chosen, Divine, Exile, Expert, Hard Case, Spell-slinger, Summoned, Wronged.
- I want mystery-solving!** *Look at:* Abandoned, Crooked, Envoy, Expert, Flake, Gumshoe, Meddling Kid, Mundane, Pararomantic, Professional, Snoop, Spooky, Searcher.
- I want weird powers and magic!** *Look at:* Changeling, Curse-eater, Divine, Elemental, Exile, Hex, Host, Monstrous, Pararomantic, Spell-slinger, Spooktacular, Spooky, Summoned.
- I want to be the centre of the story!** *Look at:* Celebrity, Chosen, Curse-eater, Divine, Exile, Initiate, Meddling Kid, Pararomantic, Summoned, Visitor, Wronged.
- I want to support the team!** *Look at:* Covenant, Expert, Initiate, Mundane, Professional, Sidekick.

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### Abandoned

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

You were forced to manage your own survival with no help.

### Action Scientist

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

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

### Celebrity

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

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

### Changeling

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

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

### Chosen

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

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

### Crooked

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

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

### Curse-eater

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

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

### Divine

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

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

### Elemental

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

A non-human hunter from outside this dimension.

### Envoy

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

You serve a mysterious and distant power.

### Exile

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

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

### Expert

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

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

### Forged

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

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

## Gumshoe



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

## Interface



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

## Professional



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

## Spooktacular



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

## 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!

## Searcher



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

## Spooky



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

## Hex



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

## Monstrous



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

## 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.

## Host



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

## Mundane



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

## Snoop



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

## Visitor



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

## Initiate



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

## Pararomantic



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

## Spell-slinger



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


## Wronged




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**
-  **Modern Haunts**
-  **Mystic Marginalia**
-  **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.

## Hauntbusters

  **ODD**  **STORY**

Your team looks for the root cause of the evil haunting a place.

## 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.

### Monster Revelations Show



ODD

STORY

The team are journalists investigating the uncanny.

### Night Shift



ODD

STORY

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

### Passing the Torch



ODD

STORY

Each player gets two hunters, one a near-retirement veteran and the other a rookie.

### Radio Station



ODD

STORY

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

### Research Lab



ODD

STORY

Plucky staff at an advanced research facility.

### 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.

### Suburban Watch Group



ODD

STORY

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

### Swipe to Slay



ODD

STORY

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

### Thrill Seekers



ODD

STORY

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

### Touring Band



ODD

STORY

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

### Whistleblowers



ODD

STORY

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

### Wild Hunt Fugitives



ODD

STORY

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