

MONSTER OF THE WEEK: HUNTER REFERENCE SHEET

HUNTER AGENDA

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

PROTECT SOMEONE

When you prevent harm done to someone else, roll +Tough:

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

On a 10+ choose an extra:

- You suffer less harm: -1 harm.
- All danger is now focused on you.
- You inflict harm on the enemy.
- You hold the enemy back.

On a 6- you make things worse.

HELP OUT

When you help another hunter, roll +Cool:

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

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

On a 6- you expose yourself to trouble or danger without helping.

This move can be used after you've seen the result of another hunter's roll.

INVESTIGATE A MYSTERY

When you investigate a mystery, roll +Sharp:

On a 10+ hold 2. Spend hold to ask questions from the list below.

On a 7-9 hold 1 instead.

- 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?

On a 6- you reveal information to the monster or those around you. The Keeper may ask questions of you.

VARIANT

Use this alternate move if you find the above questions too restrictive for the situation.

When you investigate a mystery with your particular skills and techniques, roll + Sharp:

On a 10+ ask the Keeper any 2 general questions or 1 specific question. They will answer honestly and in good detail.

On a 7-9 ask any 1 general question instead. The Keeper will answer honestly with reasonable detail.

On a 6- ask the Keeper any 1 general question. They can answer how they please. Regardless, something bad happens.

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.

On a 6- things go to hell.

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 ask too much, they'll tell you the minimum it would take (or if there's no way they would).

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 ask too much, they'll tell you what, if anything, it would take.

On a 6- your approach is completely off: You offend or anger them.

FOR ANOTHER HUNTER

On a 10+ they mark experience if they do what you ask and get +1 forward.

On a 7-9 they mark experience if they do what you ask.

On a 6- they decide how badly you offend or annoy them. They mark experience if they decide not to do what you asked.

Monsters cannot normally be manipulated.

READ A BAD SITUATION

When you read a bad situation, roll +Sharp:

On a 10+ hold 3. Spend hold to ask the Keeper a question from the list below. If you act on the answers, you get +1 ongoing while the information is relevant.

On a 7-9 hold 1 instead.

- What's my best way in?
- What's my best way out?
- Are there 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?

On a 6- you mis-read the situation or reveal tactical information to your enemies.

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 you inflict is based on your weapon and the established dangers in the game.

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.

On a 6- you take harm or are captured, and don't inflict harm back.

LUCK

You may spend a point of Luck to do one of:

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

Then, work with the Keeper to resolve your playbook's Luck special.

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

BIG MAGIC

Use this when you want to cast a powerful spell. 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 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.
- 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.

LEVELING UP

Mark an experience point whenever your roll totals 6 or less. Whenever you mark the fifth experience box, erase all 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.

