



THE CHOSEN

Your birth was prophesied. You are the Chosen One, and with your abilities you can save the world. If you fail, all will be destroyed. It all rests on you. Only you.

A Monster of the Week hunter playbook.

To make your Chosen, first pick a name. Then follow the instructions below to decide your look, ratings, fate, moves, and gear. Finally, introduce yourself and pick history.

LOOK

Pick one from each line, and write under look on the right →

- Man, woman, boy, girl.
- Fresh face, haggard face, young face, haunted face, hopeful face, controlled face.
- Preppy clothes, casual wear, urban wear, normal clothes, neat clothes, street wear.

RATINGS

Pick one line, then mark each rating on the right →

- ☐ Charm+2, Cool-1, Sharp+1, Tough+2, Weird-1
- ☐ Charm-1, Cool+2, Sharp+1, Tough+2, Weird-1
- ☐ Charm+1, Cool+2, Sharp+1, Tough+1, Weird-1
- ☐ Charm-1, Cool+1, Sharp+2, Tough-1, Weird+2
- ☐ Charm+1, Cool+2, Sharp-1, Tough-1, Weird+2

FATE

You get to decide what sort of fate is in store for you.

Choose how you found out about your fate from the list below.

Then pick two heroic and two doom tags for your fate, from the lists below. The tags determine how your fate will unfold. It's okay to pick tags that contradict each other: that means your fate is pulling both ways.

Whenever you mark off a point of Luck, the Keeper will throw something from your fate at you.

How You Found Out (pick one):	Heroic tags (pick two):	Doom tags (pick two):
<input type="checkbox"/> Nightmares and visions <input type="checkbox"/> Some weirdo told you <input type="checkbox"/> An ancient cult found you <input type="checkbox"/> Attacked by monsters <input type="checkbox"/> Sought out by your nemesis <input type="checkbox"/> Trained from birth <input type="checkbox"/> You found the prophecy <input type="checkbox"/> You found your special weapon	<input type="checkbox"/> Sacrifice <input type="checkbox"/> You are the Champion <input type="checkbox"/> Ancient prophecies <input type="checkbox"/> You can save the world <input type="checkbox"/> Secret training <input type="checkbox"/> Magical powers <input type="checkbox"/> Mystical inheritance <input type="checkbox"/> The end of monsters	<input type="checkbox"/> A normal life <input type="checkbox"/> True love <input type="checkbox"/> Hidden allies <input type="checkbox"/> Visions <input type="checkbox"/> Divine help <input type="checkbox"/> Death <input type="checkbox"/> No normal life <input type="checkbox"/> You can't save everyone <input type="checkbox"/> Loss of loved ones <input type="checkbox"/> Impossible love <input type="checkbox"/> Treachery <input type="checkbox"/> Failure <input type="checkbox"/> Doubt <input type="checkbox"/> The end of days <input type="checkbox"/> Sympathy with the enemy <input type="checkbox"/> Hosts of monsters <input type="checkbox"/> Damnation <input type="checkbox"/> The source of Evil <input type="checkbox"/> A nemesis

MOVES

You get all the basic moves, plus three Chosen moves.

You get these two:

■ **Destiny's Plaything:** At the beginning of each mystery, roll +Weird to see what is revealed about your immediate future. On a 10+, the Keeper will reveal a useful detail about the coming mystery. On a 7-9 you get a vague hint about it. On a miss, something bad is going to happen to you.

■ **I'm Here For A Reason:** There's something you are destined to do. Work out the details with the Keeper, based on your fate. You cannot die until it comes to pass. If you die in play, then you must spend a Luck point. You will then, somehow, recover or get returned to life. Once your task is done (or you use up all your Luck), all bets are off.

NAME:	
LOOK:	
RATINGS <i>Whenever you roll a highlighted rating, mark experience.</i>	
CHARM:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Manipulate Someone Highlight: <input type="checkbox"/>
COOL:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Act Under Pressure, Help Out Highlight: <input type="checkbox"/>
SHARP:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Investigate, Read a Bad Situation Highlight: <input type="checkbox"/>
TOUGH:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Kick Some Ass, Protect Someone Highlight: <input type="checkbox"/>
WEIRD:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 Basic moves: Use Magic Highlight: <input type="checkbox"/>

Then pick one of these:

☐ **Devastating:** Whenever you inflict harm, you may inflict +1 harm.

☐ **Acceptance:** When your fate rears its ugly head, and you act in accordance with any of your Fate tags (either heroic or doom) then mark experience.

☐ **The Big Entrance:** When you make a showy entrance into a dangerous situation, roll +Cool. On 10+ everyone stops to watch and listen to you until you finish your opening speech. On a 7-9, you pick one person, minion, or monster to stop, watch and listen until you finish talking. On a miss, you're marked as the biggest threat by all.

- ☐ **Resilience:** You heal faster than normal people. Any time your harm gets healed, heal an extra point. Additionally, your wounds count as 1-harm less for the purpose of the Keeper's harm moves.
- ☐ **Invincible:** You always count as having 2-armour. This doesn't stack with other protection.

GEAR

You have a special weapon you are destined to wield. Design your weapon by choosing a base, three options (which add their tags to the base tags), and a material.

Base (choose one):

☐ staff (1-harm hand/close)

☐ haft (2-harm hand)

☐ handle (1-harm hand balanced)

☐ chain (1-harm hand area)

Options (choose three, duplicates allowed):

☐ antique (add “valuable”)

☐ artifact (add “magic”)

☐ head (+1 harm)

☐ spikes (+1 harm, add “messy”)

☐ blade (+1 harm)

☐ long (+1 harm)

☐ reach (add “close” range)

☐ heavy (+1 harm, add “heavy”)

☐ throwable (add “close” range)

☐ chains (add “area”)

Material it is made from (choose one):

☐ steel

☐ cold iron

☐ silver

☐ wood

☐ stone

☐ bone

☐ teeth

☐ crystal

☐ other: _____

MY WEAPON

You can also choose to have protective gear worth 1-armour, if you want.

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.
Go around the group. On your turn, introduce your Chosen by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

Hunter	History	Notes
	You are close blood relations. Ask them exactly how close.	
	They are destined to be your mentor. Tell them how this was revealed.	
	Your best friend in the world, who you trust totally.	
	A rival at first, but you came to a working arrangement.	
	Romantic entanglement, or fated to be romantically entangled.	
	Just friends, from school or work or something normal. Ask them what.	
	They could have been the Chosen One instead of you, but they failed a trial. Tell them how they failed.	
	You saved their life, back when they didn't know monsters were real. Tell them what you saved them from.	

LUCK

You can mark off a Luck box to *either* change a roll you just made to a 12, as if you had rolled that; *or* change a wound you have just taken to count as just 0-harm. If your Luck boxes all get filled, you've run out of good luck.

When you spend a point of Luck, the Keeper will bring your fate into play.

Okay ☐☐☐☐☐☐☐ Doomed

HARM

When you suffer harm, mark of the number of boxes equal to harm suffered. When you reach four harm, tick “Unstable”.

Okay ☐☐☐☐☐☐☐ Dying Unstable: ☐ (Unstable injuries will worsen as time passes)

LEVELING UP

Experience: ☐ ☐ ☐ ☐ ☐

Whenever you roll a highlighted rating, or a move tells you to, mark an experience box.

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list on the below.

IMPROVEMENTS:

- | | |
|---|--|
| <input type="checkbox"/> Get +1 Cool, max +3 | <input type="checkbox"/> Take another Chosen move |
| <input type="checkbox"/> Get +1 Tough, max +3 | <input type="checkbox"/> Take another Chosen move |
| <input type="checkbox"/> Get +1 Charm, max +3 | <input type="checkbox"/> Gain an ally |
| <input type="checkbox"/> Get +1 Sharp, max +3 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Weird, max +3 | <input type="checkbox"/> Take a move from another playbook |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They are listed below.

ADVANCED IMPROVEMENTS

- | | |
|---|---|
| <input type="checkbox"/> Get +1 to any rating, max +3. | <input type="checkbox"/> Mark another two of the basic moves as advanced. |
| <input type="checkbox"/> Change this hunter to a new type. | <input type="checkbox"/> Retire this hunter to safety. |
| <input type="checkbox"/> Make up a second hunter to play as well as this one. | <input type="checkbox"/> Erase one used Luck mark from your playbook. |
| <input type="checkbox"/> Mark two of the basic moves as advanced. | <input type="checkbox"/> Delete one doom tag for your Fate, and (optionally) change one heroic tag as well. |

GAINING AN ALLY

You gain a friendly ally to help out on monster hunts. You might already know them, or they might be new to the game.

Pick one of the following types for your ally (the “motivation” is the guideline for the Keeper about how they act):

- Ally: subordinate (motivation: to follow your exact instructions)
- Ally: lieutenant (motivation: to execute the spirit of your instructions)
- Ally: friend (motivation: to provide emotional support)
- Ally: bodyguard (motivation: to intercept danger)
- Ally: confidante (motivation: to give you advice and perspective)
- Ally: backup (motivation: to stand with you)

If your ally doesn't have a name yet, pick one now. Decide what their background is, how they look, and any special skills they have.

WHAT I KNOW ABOUT MY FATE	NOTES (MOVES, HOLDS, ALLIES, ETC)