



# THE DIVINE

*I am the Light, the Sword.  
I am sent to defend the meek from Darkness.  
All Evil fears me, for I am its end.*

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*A Monster of the Week hunter playbook.*

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

## LOOK

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

- Man, woman, androgynous, asexual.
- Blazing eyes, terrifying eyes, placid eyes, sparkling eyes, perceptive eyes, starry eyes, glowing eyes.
- Dirty clothes, perfect suit, rumpled suit, casual clothes, practical clothes.

## RATINGS

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

- Charm+1, Cool+1, Sharp-1, Tough+2, Weird=0
- Charm-1, Cool+2, Sharp-1, Tough+2, Weird=0
- Charm-1, Cool=0, Sharp+1, Tough+2, Weird+1
- Charm+1, Cool+1, Sharp=0, Tough+2, Weird-1
- Charm-1, Cool+1, Sharp=0, Tough+2, Weird+1

## MISSION

You have been put on Earth for a purpose. Pick one:

- You are here to fight the schemes of an Adversary.
- The End of Days approaches. Your role is to guide these hunters and prevent it from coming to pass.
- The End of Days approaches. Your role is to guide these hunters and ensure it comes to pass.
- You have been exiled. You must work for the cause of Good without drawing attention from your brothers and sisters, as they are bound to execute you for your crimes.
- One of the other hunters has a crucial role to play in events to come. You must prepare them for their role, and protect them at *any* cost.

## MOVES

You get all the basic moves, and pick three Divine moves:

- Boss from Beyond:** At the beginning of each mystery, roll +Weird. On a 10+, your Superiors ask you to do something simple. On a 7-9, they ask you to do something complicated or difficult. In either case, you get to ask them one of the **investigate a mystery** questions right now. On a miss, you are required to do something terrible. If you do not fulfill the orders, you cannot use this move again until you have made up for your failure.
- Angel Wings:** You can go instantly to anywhere you've visited before, or to a person you know well. You can carry one or two people with you, but then you need to roll +Weird. On a 10+ you all go where you wanted. On a 7-9, you don't quite manage it. Either you leave the passengers behind, or you all appear in the wrong place.
- What I Need, When I Need It:** You may store any small object you own, putting it into a magical space nobody can get to. You may retrieve anything you stored at any time; it appears in your hand.

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

**Soothe:** If you talk to someone for a few seconds in a quiet voice, you can calm them down, blocking any panic, anger, or other negative emotions. This works even if the thing that freaked them out is still present, as long as your voice can be heard.

**Lay On Hands:** Your touch can heal injury and disease. When you attempt to heal someone, roll +Cool. On a 10+, heal 2 harm or an illness, plus they're stabilized. On a 7-9, you can heal the harm or illness as on a 10+, but you take it into yourself. On a miss, your aura causes them extra harm.

**Cast Out Evil:** You may banish an unnatural creature from your presence. Roll +Tough. On a 10+ it is banished. On a 7-9 it takes a little while for the banishing to take effect – the creature has time to make one or two actions. Either way, the banished creature is unharmed, and you have no control over where it goes. This move may be used on unnatural hunters (e.g. the Monstrous). On a miss, something is keeping it here. That's bad.

**Smite:** Your body and divine weapon always count as a weakness against the monsters you fight.

## GEAR

Pick one divine weapon:

- Flaming sword (3-harm hand fire holy)
- Thunder hammer (3-harm hand stun holy)
- Razor whip (3-harm hand area messy holy)
- Five demon bag (3-harm close magic holy)
- Silver trident (3-harm hand silver holy)

Optionally, pick one or two normal weapons:

- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- Magnum (3-harm close reload loud)
- Shotgun (3-harm close messy)
- Big knife (1-harm hand)

You also get divine armour (1-armour holy). It has a look suited to your divine origin.

## 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 Divine 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
	If you are protecting another hunter as your mission, tell them: You have a crucial role in what is to come. I am here to guide and defend you.	
	They're the person you go to for advice on mortal stuff (e.g sex, food, drugs, television, etc).	
	They saved your life, and you understand (intellectually at least) that you owe them for it.	
	They fill you with feelings of sexual infatuation. You are confused by the associated mortal emotions.	
	Their prayer (perhaps an informal or even unconscious prayer) summoned you.	
	They are an abomination, and should be destroyed. Except you can't - ask them why not.	
	They are, at heart, a good and righteous person. You must help them stay that way.	
	They should not be involved in this situation: the prophecies didn't mention them at all. This gets your attention but you don't know what it means yet.	

## 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.

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 below.

## IMPROVEMENTS:

- Get +1 Tough, max +3
- Get +1 Cool, max +2
- Get +1 Charm, max +2
- Get +1 Sharp, max +2
- Get +1 Weird, max +2
- Take another Divine move
- Take another Divine move
- Gain another, lesser, divine being as an ally
- Take a move from another playbook
- Take a move from another playbook

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

### ADVANCED IMPROVEMENTS

- |   |  |
|---|--|
| <input type="checkbox"/> Get +1 to any rating, max +3.                        | <input type="checkbox"/> Retire this hunter to safety.   |
| <input type="checkbox"/> Change this hunter to a new type.                    | <input type="checkbox"/> Erase one used Luck mark from your playbook.  |
| <input type="checkbox"/> Make up a second hunter to play as well as this one. | <input type="checkbox"/> Change your mission. Select a different mission from the normal options, or (with the Keeper's agreement) a new mission of your creation. |
| <input type="checkbox"/> Mark two of the basic moves as advanced.             |  |
| <input type="checkbox"/> Mark another two of the basic moves as advanced.     |  |

### 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.

MY MISSION	NOTES (MOVES, HOLDS, ALLIES, ETC)