



THE EXPERT

I have dedicated my life to the study of the unnatural.

I know their habits, their weaknesses.

I may not be youngest or strongest, but I know enough to be the biggest threat.

A Monster of the Week hunter playbook.

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

LOOK

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

- Man, woman.
- Thoughtful face, lined face, scarred face, stern face, contemplative face, avuncular face, experienced face.
- Old fashioned clothes, casual clothes, utility clothes, tailored clothes, outdoor clothes.

RATINGS

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

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

MOVES

You get all the basic moves, plus pick two Expert moves:

- ☐ **Preparedness:** When you need something unusual or rare, roll +Sharp. On a 10+, you have it here right now. On a 7-9 you have it, but not here: it will take some time to get it. On a miss, you know where it is, but it's somewhere real bad.
- ☐ **It Wasn't As Bad As It Looked:** Once per mystery, you may attempt to **keep going despite your injuries**. Roll +Cool. On a 10+, heal 2-harm and stabilize your wounds. On a 7-9 you may either stabilize or heal 1-harm. On a miss, it was worse than it looked.
- ☐ **Precise Strike.** When you inflict harm on a monster, you can **aim for a weak spot**. Roll +Tough. On a 10+ you inflict +2 harm. On a 7-9 you inflict +1 harm. On a miss, you leave yourself open for the monster to hit you.
- ☐ **The Woman (or Man) With The Plan:** At the beginning of each mystery, roll +Sharp. On a 10+ hold 2, and on a 7-9 hold 1. Spend your hold to be where you need to be, totally prepared and ready for what is there. On a miss, the Keeper holds 1 they can spend to have you be in the wrong place, unprepared and unready.

HAVEN

You have a haven set up, a safe place to study and work. Pick three of the following options for your haven:

- ☐ **Oubliette.** This room is isolated from every kind of monster, spirit and magic that you know about. Anything you stash in there can't be found, can't do any magic, and can't get out.
- ☐ **Lore Library.** When you hit the books, take +1 forward to **investigate the mystery** (as long as historical or reference works are relevant).
- ☐ **Panic Room.** You have a room set up, with essential supplies and protected from almost anything, mundane or mystical. You can hide out there for a couple of days.
- ☐ **Armory.** You have a stockpile of mystical and rare monster-killing weapons and items. If **you need a special weapon**, roll +Weird. On a 10+ you have it, and plenty if that matters. On a 7-9 you have it, but only the minimum. On a miss, you've got the wrong thing.
- ☐ **Protection Spells.** The haven is safe from monsters – they cannot enter. Monsters might be able to do something special to evade the wards, but not easily.
- ☐ **Mystical Library.** If you use your library, preparing with your tomes and grimoires, take +1 forward for **use magic**.

| | |
|---|---|
| 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"/> |

- ☐ **Often Right:** When a hunter comes to you for advice, give them your honest opinion and advice. If they take your advice, they get +1 to any rolls they make doing it and you mark experience.
- ☐ **I've Read About This Sort Of Thing:** Roll +Sharp instead of +Cool to **act under pressure**.
- ☐ **Dark Past:** You dabbled in the worst sort of mystical arts before you became one of the good guys. If **you trawl through your memories** for something relevant to the case at hand, roll +Weird. On a 10+ ask the Keeper two questions from the list below. On a 7-9 ask one. On a miss, you can ask a question anyway but you were complicit in creating the situation that you are dealing with now. The questions are:
 - When I dealt with this creature (or one of it's kind) before, what did I learn?
 - What black magic do I know that could help here?
 - Do I know anyone who might be behind this?
 - Who do I know who can help us right now?

☐ **Workshop.** You have a space for building and repairing guns, cars and other gadgets. Work out with the Keeper how long any repair or construction is likely to take, and if you need extra supplies or help.

☐ **Infirmary.** You can heal people up here, and have the space for one or two people to recuperate. The Keeper will tell you how long a patient's recovery is likely to take, and if you need extra supplies or help.

☐ **Magical Laboratory.** You have a mystical lab with all kinds of weird ingredients and tools useful for casting spells (the **use magic** move, big magic, and other magical moves).

GEAR

Pick three monster-slaying weapons:

☐ Mallet & wooden stakes (3-harm intimate slow wooden)

☐ Juju bag (1-harm far magic)

☐ Silver sword (2-harm hand messy silver)

☐ Flamethrower (3-harm close fire heavy volatile)

☐ Cold iron sword (2-harm hand messy iron)

☐ Magnum (3-harm close reload loud)

☐ Blessed knife (2-harm hand holy)

☐ Shotgun (3-harm close messy loud)

☐ Magical dagger (2-harm hand magic)

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 Expert 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 |
|--------|---|-------|
| | They are your student, apprentice, ward, or child. Decide between you which. | |
| | They came to you for advice, and your advice got them out of trouble. Ask them what the trouble was. | |
| | They know about some of your dark secrets, but they've agreed to keep quiet about it. Tell them what they know. | |
| | A distant relation. Tell them exactly what. | |
| | You were previously both members of an eldritch group, now disbanded. Ask them why <i>they</i> left, then tell them why <i>you</i> did. | |
| | They once got for you, or helped you get, some singular item that is now part of your haven. Tell them what it was. | |
| | Taught by the same master. Ask them how that ended. | |
| | You saved their life in a tight spot. Tell them what happened. | |

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 off 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 next page.

IMPROVEMENTS

☐ Get +1 Sharp, max +3

☐ Get +1 Cool, max +2

☐ Get +1 Charm, max +2

☐ Get +1 Weird, max +2

☐ Take another Expert move

☐ Take another Expert move

☐ Add an option to your haven

☐ Add an option to your haven

☐ 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

☐ Get +1 to any rating, max +3.

☐ Change this hunter to a new type.

☐ Make up a second hunter to play as well as this one.

☐ Mark two of the basic moves as advanced.

☐ Mark another two of the basic moves as advanced.

☐ Retire this hunter to safety.

☐ Erase one used luck mark from your playbook.

MY HAVEN

NOTES (MOVES, HOLDS, ETC)