



# THE FLAKE

*Everything's connected. But not everyone can see the patterns, and most people don't even look that hard.*

*But me, I can never stop looking closer. I can never stop seeing the truth.  
I spot the patterns. That's how I found the monsters, and that's how I help kill them.*

---

*A Monster of the Week hunter playbook.*

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

## LOOK

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

- Man, woman, transgressive, concealed.
- Wild eyes, moving eyes, focused eyes, searching eyes, suspicious eyes, wide eyes, guarded eyes.
- Ratty clothes, casual clothes, rumpled suit, neat clothes, comfortable clothes, army surplus gear.

## 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-1, Sharp+2, Tough=0, Weird+2

## MOVES

You get all the basic moves, plus pick three Flake moves:

☐ **Connect the Dots:** At the beginning of each mystery, if you look for the wider patterns that current events might be part of, roll +Sharp. On a 10+, hold 3 and on a 7-9 hold 1. Spend your hold during the mystery to ask the Keeper one of the following questions:

- Is this person connected to current events more than they are saying?
- When and where will the next critical event occur?
- What does the monster want from this person?
- Is this connected to previous mysteries we have investigated?
- How does this mystery connect to the bigger picture?

☐ **Contrary:** When you seek out and receive someone's honest advice on the best course of action for you, then mark experience if you do something else instead. If you do exactly the opposite if their advice, you also take +1 ongoing on any moves you make pursuing that course.

## GEAR

Normal weapons, pick one:

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

<b>NAME:</b>				
<b>LOOK:</b>				
<b>RATINGS</b> Whenever you roll a highlighted rating, mark experience.				
<b>CHARM:</b>	<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"/>	
<b>COOL:</b>	<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"/>	
<b>SHARP:</b>	<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"/>	
<b>TOUGH:</b>	<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"/>	
<b>WEIRD:</b>	<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"/>	

☐ **See, It All Fits:** You can use Sharp instead of Charm when you manipulate someone.

☐ **Crazy Eyes:** You get +1 Weird (max +3).

☐ **Suspicious Mind:** If someone lies to you, you know it.

☐ **Sneaky:** When you make an attack from ambush, or from behind, you inflict +2 harm.

☐ **Often Overlooked:** When you act all crazy to avoid something or someone, roll +Weird. On a 10+ you are regarded as unthreatening and unimportant. On a 7-9, pick one: unthreatening or unimportant. On a miss, you draw lots of attention to yourself.

☐ **Net Friends:** You know a lot of people on the Internet. When you contact a net friend to help you with a mystery, roll +Charm. On a 10+, they're available and helpful – they can fix something, break a code, hack a computer, or get you some special information. On a 7-9, they're prepared to help, but it's either going to take some time or you're going to have to do part of it yourself. On a miss, you burn some bridges.

Hidden weapons, pick two:

- ☐ Throwing knives (1-harm close many)
- ☐ Holdout pistol (2-harm close loud reload)
- ☐ Garotte (3-harm intimate)
- ☐ Watchman's flashlight (1-harm hand)
- ☐ Weighted gloves/brass knuckles (1-harm hand)
- ☐ Butterfly knife/folding knife (1-harm hand)

## 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 Flake 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're somehow tied into it all. You've been keeping an eye on them.	
	They're a close relative. Ask them to decide exactly what.	
	Old friends, from a hobby or a job you had once. Decide together what it was.	
	You went through hell together: maybe a monster, maybe military service, maybe time in an institution. Whatever it was, it bound you together, and you have total trust in each other.	
	Members of the same support group.	
	Fellow freaks.	
	The signs all pointed to working together. So you found them and now you work together.	
	You know each other through cryptozoology and conspiracy theory websites.	

## 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 list below.

## IMPROVEMENTS:

- |  |   |
|--|---|
| <input type="checkbox"/> Get +1 Sharp, max +3    | <input type="checkbox"/> Take another Flake move                            |
| <input type="checkbox"/> Get +1 Cool, max +2     | <input type="checkbox"/> Get a haven, like the Expert has, with two options |
| <input type="checkbox"/> Get +1 Charm, max +2    | <input type="checkbox"/> Get another option for your haven                  |
| <input type="checkbox"/> Get +1 Weird, max +2    | <input type="checkbox"/> Take a move from another playbook                  |
| <input type="checkbox"/> Take another Flake move | <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, from the list 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.             |   |

THE CONSPIRACY	NOTES (MOVES, HOLDS, ETC)

## A HAVEN

If you somehow get (e.g. from an improvement), a safe place to study and work, you will pick from these options:

- ☐ **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.
- ☐ **Mystical Library.** If you use your library, preparing with your tomes and grimoires, take +1 forward for **use magic**.
- ☐ **Panic Room.** You have a room set up, with essential supplies and protected by mundane and mystical means. You can hide out there for a couple of days, safe from pretty much anything.
- ☐ **Protection Spells.** Your haven is safe from monsters – they cannot enter. Monsters might be able to do something special to evade the wards, but not easily.
- ☐ **Lore Library.** May be used to aid during investigations: if you hit the books, gain +1 on an **investigate the monster** roll (as long as historical or reference works are relevant).
- ☐ **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 will 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.
- ☐ **Oubliette.** This is a space that 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.
- ☐ **Magical Laboratory.** You have a mystical lab with all kinds of rare and weird ingredients and tools useful for casting spells (like the **use magic** move, big magic, and any other magical moves).