



THE HARD CASE

*I've fought anything normal that can be fought, and I've won.
Monsters need a beatdown, and there ain't nobody can give 'em the thrashing I can.
So stand back, I got this.*

A Monster of the Week hunter playbook.

To make your Hard Case, 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.
- Horrific scars, masses of scars, huge scars, burn scars, talon scars, bite scars, ritual scars, torture scars.
- Street wear, tactical wear, military wear, bike leathers, tugg in a suit, utility wear, jeans and t-shirt, tracksuit.

RATINGS

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

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

MOVES

You get all the basic moves, and three Hard Case moves.

You get this one:

■ **Unstoppable:** When you spend Luck to avoid harm you are about to suffer, additionally remove all harm you had already suffered. Additionally, once per mystery when you are going to suffer 2-harm or more, change it to just 1-harm.

Then pick two of these:

☐ **FINISH HIM!:** Whenever you inflict an injury of 3-harm or more, you may immediately follow up with another attack. Roll +Tough. On a 10+, the injury's harm is doubled. On a 7-9, you inflict 1-harm extra. On a miss, you leave yourself open and vulnerable as well as failing to hurt it more.

☐ **Weapon Master:** When you take possession of a new weapon, you may change or remove one tag when you are using it (e.g. "heavy" becomes "ap", or "unreliable" is removed). The changed tag only applies to you. When you get this move, apply it to your current weapons.

☐ **Aim For The Weak Spot:** Your unarmed and hand weapon attacks all get +ignore-armour.

GEAR

Pick one Hard Case weapon:

- ☐ Crowbar (2-harm hand messy)
- ☐ Chainsaw (3-harm hand messy unreliable loud heavy)
- ☐ Automatic shotgun (3-harm close loud reload auto)
- ☐ Huge fucking knife (2-harm hand messy)
- ☐ Hand cannon (3-harm close loud)
- ☐ Submachinegun (2-harm close reload auto)
- ☐ Battered assault rifle (3-harm close/far auto)

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"/>	

☐ **Inspired Guesswork:** Once per mystery, observing a monster in action, you may **investigate a mystery** to discover its powers, motivations, or weaknesses. It works even if what you asked about wasn't displayed: you work it out by deduction (okay: guessing).

☐ **Come Get Some:** You can challenge your foes to fight you alone, maybe in words or maybe just by being the biggest, baddest bastard in the team. Roll +Tough. On a 10+ they all go for you. On a 7-9 they go for you, mainly, but maybe one or two of your comrades are getting marked too. On a miss, they come for you, harder than you expected.

☐ **Property Damage:** You can smash your way through almost anything. If it is at all possible to destroy an inanimate object with the tools at your disposal, you can roll +Sharp to work out how. On a 10+ you can pulverize it, no trouble. On a 7-9 it will either take a long time, or you can't break it all down – your choice. On a miss, you can't knock that down.

Pick two basic weapons:

- ☐ .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)
- ☐ Big 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 Hard Case 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 blood kin – a sibling (usually younger) or parent. Ask them how you fit into the family.	
	You beat the tar out of them one time. Ask them why. Then tell them why you work together now.	
	They saw you lose control one time and go on a rampage. Tell them what triggered it, then ask them what you did.	
	You respect each other as comrades-in-arms: the two toughest bastards in this outfit.	
	You respect their brains – someone with that many ideas, you want them on your side.	
	Friends from your time as a soldier/cop/mob enforcer/fight club/etc. Decide between you exactly where you became friends.	
	Romantically involved or you have an unrequited crush on them. Ask them which it is.	
	You would have gone to Jesus this one time, but they patched you up in time to keep you alive.	

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* when you just suffered a wound, erase all harm suffered. 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 get to 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 Tough, max +3 | <input type="checkbox"/> Take another Hard Case move |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Get command of a team of monster hunters |
| <input type="checkbox"/> Get +1 Sharp, max +2 | <input type="checkbox"/> Gain an ally |
| <input type="checkbox"/> Get +1 Weird, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Take another Hard Case move | <input type="checkbox"/> Take a move from another playbook |

When you have leveled up five times, you qualify for advanced improvements as well, 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. | |

GAINING AN ALLY OR TEAM OF MONSTER HUNTERS UNDER YOUR COMMAND

If you gain an ally, you gain a friend who can help out on monster hunts.

If you get command of a team, you get a whole team of people to help you out. A team is made up of several people (usually 2-6).

You might already know the ally or team members, or they might be new to the game.

The ally or team gets one of the types listed below. The motivation tells the Keeper how they should act.

For a team, when working as a team they will act in accordance with the motivation, but members might have their own individual motivations when on their own time.

Ally/team types:

- 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/team members don't have names yet, pick them now. Decide what their background is too, how they look, and any special skills they bring.

ALLIES, TEAM	NOTES (HOLDS, MOVES, ETC)