



# THE INITIATE

*Since the dawn of history, we have been the bulwark against Darkness. We know the Evil in the world, and we stand against it so that the mass of humanity need not fear. We are the Flame that cleanses the Shadows.*

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*A Monster of the Week hunter playbook.*

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

## LOOK

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

- Man, woman, masked.
- Hardened body, tattooed body, agile body, strong body, thin body, angular body, hunched body.
- Archaic clothes, unfashionable clothes, ceremonial clothes, mis-matched clothes.

## RATINGS

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

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

## MOVES

You get all the basic moves, and four Initiate moves:

You get this one:

■ When you are in **good standing with the Sect**, at the beginning of each mystery, roll +Charm. On a 10+ they provide some useful info or help in the field. On a 7-9 you get a mission associated with the mystery, and if you do it you'll get some info or help too. On a miss, they need you to do something bad. If you fail or refuse an order, you'll be in trouble with the sect until you atone.

Then pick three more:

☐ **Old-fashioned Carnage:** When using an old-fashioned weapon, you inflict +1 harm and get +1 whenever you roll **protect someone**.

☐ **Mystic:** Every time you use magic, take +1 forward.

☐ **Fortunes:** The Sect has ancient prophecies or divination techniques to predict the future. Once per mystery, you may use them. If you **look at what the future holds**, roll +Weird. On a 10+ hold 3, and on a 7-9 hold 1. On a miss, you get bad information and the Keeper decides how that affects you. Spend your hold to:

- have a useful, common object ready.
- be somewhere you are needed, just in time.
- get +1 forward, or give +1 forward to another hunter
- retroactively warn someone about an attack, so that it doesn't happen.

## SECT

You are part of an ancient, secret order that slays monsters. Where are they from? How old are they? Are they religious? Why do they stay secret? How do they recruit?

<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
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"/>

☐ **Helping Hand:** When you successfully **help** another hunter, they get +2 instead of the usual +1.

☐ **Apprentice:** You have an apprentice, and your job is to teach them the Sect's ways. They count as an **ally: subordinate** (motivation: to follow your instructions exactly).

☐ **That Old Black Magic:** When you use magic, you can ask a question from the **investigate a mystery** move as an effect.

☐ **Sacred Oath:** You may bind yourself to a single goal, forsaking something during your quest (e.g. speech, all sustenance but bread and water, alcohol, lying, sex, etc). Get the Keeper's agreement on this – it should match the goal in importance and difficulty. While you keep your oath and work towards your goal, mark experience at the end of every session and get +1 on any rolls that directly help achieve the goal. If you break the oath, take -1 ongoing until you have atoned.

☐ **Mentor:** You have a mentor in the Sect: name them. When you **contact your mentor for info**, roll +Sharp. On a 10+, you get an answer to your question, no problem. On a 7-9 you choose: they're either busy and can't help, or they answer the question but you owe a favour. On a miss, your question causes trouble.

You need to pick the Sect's traditions (these will be used by the Keeper to determine the Sect's methods and actions):

#### Good Traditions (pick two)

- |  |  |
|--|--|
| <input type="checkbox"/> Knowledgeable       | <input type="checkbox"/> Magical lore          |
| <input type="checkbox"/> Ancient lore        | <input type="checkbox"/> Fighting arts         |
| <input type="checkbox"/> Chapters everywhere | <input type="checkbox"/> Secular power         |
| <input type="checkbox"/> Flexible tactics    | <input type="checkbox"/> Modernised            |
| <input type="checkbox"/> Open hierarchy      | <input type="checkbox"/> Integrated in society |
| <input type="checkbox"/> Nifty gadgets       | <input type="checkbox"/> Rich                  |
| <input type="checkbox"/> Magical items       |  |

#### Bad Traditions (pick two)

- |   |   |
|---|---|
| <input type="checkbox"/> Dubious motives    | <input type="checkbox"/> Paranoid and secretive |
| <input type="checkbox"/> Tradition-bound    | <input type="checkbox"/> Closed hierarchy       |
| <input type="checkbox"/> Short-sighted      | <input type="checkbox"/> Factionalised          |
| <input type="checkbox"/> Tyrannical leaders | <input type="checkbox"/> Strict laws            |
| <input type="checkbox"/> Poor               | <input type="checkbox"/> Mystical oaths         |
| <input type="checkbox"/> Total obedience    | <input type="checkbox"/> Obsolete gear          |

### GEAR

If the Sect has **fighting arts** or **obsolete gear**, then pick two old-fashioned weapons. If the Sect has **modernised** or **nifty gadgets**, pick two modern weapons. Otherwise pick one old-fashioned weapon and one modern weapon.

You also get old-fashioned armour (1-armour heavy).

#### Modern Weapons

- ☐ .38 revolver (2-harm close reload loud)
- ☐ 9mm (2-harm close loud)
- ☐ sniper rifle (3-harm far)
- ☐ magnum (3-harm close reload loud)
- ☐ shotgun (3-harm close messy)

#### Old-fashioned Weapons

- ☐ sword (2-harm hand messy)
- ☐ fighting sticks (1-harm hand quick)
- ☐ big sword (3-harm hand messy heavy)
- ☐ big axe (3-harm hand messy slow heavy)
- ☐ silver knife (1-harm hand silver)
- ☐ axe (2-harm hand messy)
- ☐ spear (2-harm hand/close)
- ☐ mace (2-harm hand messy)
- ☐ crossbow (2-harm close slow)

### 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 Initiate 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 a lay member of your Sect.	
	You fought together when the tide of monsters seemed unstoppable. Ask them how it went.	
	Friends, but they only know your cover identity, not about the Sect.	
	Close relative, or partner/spouse. Decide between you exactly what.	
	Fellow ancient weapons/martial arts club members.	
	They're described in the prophecies, but the role they will play isn't stated.	
	Is an ex-member of the sect, but still friends. Ask why they left or got thrown out.	
	You met researching mystical weirdness, and you've been spooky buddies ever since.	

### 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. More than four harm is especially dangerous.

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 Weird, max +3       | <input type="checkbox"/> Take another Initiate move               |
| <input type="checkbox"/> Get +1 Tough, max +2       | <input type="checkbox"/> Gain command of your chapter of the Sect |
| <input type="checkbox"/> Get +1 Cool, max +2        | <input type="checkbox"/> Gain a Sect team under your command      |
| <input type="checkbox"/> Get +1 Sharp, max +2       | <input type="checkbox"/> Take a move from another playbook        |
| <input type="checkbox"/> Take another Initiate 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. 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"/> Become the leader, or effective leader, of the whole Sect. |

## GAINING COMMAND OF YOUR CHAPTER OF THE SECT

You get promoted to be head of your local chapter. This gives you access to all local facilities as well as being in charge.

It doesn't mean you can constantly bring people along to help you on your mysteries – you need to take a team under your command for that.

You can still call on resources from the Sect on a case by case basis, using your usual start of the mystery move, but you can ask for bigger things now. Of course, your new superiors also expect more from you.

## GAINING A SECT TEAM UNDER YOUR COMMAND

You gain a friendly team of people to help you out. You might already know them, or they might be new to the game. A team is made up of several people (usually 2-6).

Pick one of the following types for the team as a whole. The individuals may differ, but the team overall will act in accordance with the the motivation you pick. The 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 the 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.

MY SECT	NOTES (MOVES, HOLDS, TEAM, ETC)