



THE MEDDLING KID

So you say there's a ghost haunting the old library?

*We'll find out what's **really** going on!*

By the way, what's up with your stake in the development company that wants to knock the old place down?

A Monster of the Week hunter playbook.

To make your Meddling Kid, 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 LIST:

- Boy, girl, dog.
- Messy hair, long hair, perfect hair, short hair, big hair.
- Preppy clothes, designer clothes, nerdy clothes, stoner clothes, collar and nametag.

RATINGS

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

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

MOVES

You get all the basic moves, plus pick three Meddling Kid moves:

☐ **Unmasked!:** When you have a monster captured or at bay, you may explain it is not a monster after all but a specific person in a mask. You must explain the *real* reason for all the seemingly supernatural events you have seen, and how the villain was behind them. When you **reveal the culprit**, roll +Sharp. On a 10+, your deduction is correct and it really is that person in a mask! On a 7-9, the Keeper must choose one of:

- This really is a monster, but the named bystander was secretly their ally all along.
- You are correct, but while you talked, they found a way to attempt an escape.
- The explanation for all the events is correct but you picked the wrong person: when you unmask them, the villain is someone unexpected.

On a miss, the monster gets an opportunity to create chaos while you explain your (incorrect) deductions.

☐ **Power Snack!:** Decide what your favorite snack food is. Whenever you take a moment to eat and enjoy some, take +1 forward.

My snack is: _____.

☐ **Wallop!:** When you use an improvised weapon to attack something, you may choose one of these:

- Inflict +1 harm.
- Momentarily stun them with a blow to the head.
- Trip or entangle them.
- Inflict +2 harm but the improvised weapon breaks.

GEAR

Mystery solving gadgets, pick two:

- ☐ Magnifying glass
- ☐ Microscope
- ☐ Long range camera

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"/>

☐ **It's A Trap!:** When you make a trap to capture a monster or minion, roll +Sharp. On a 7-9 or higher you capture something! On a 10+ not only do you capture something, but you can choose one extra effect:

- It will take some time for the victim to get free.
- The trap inflicts harm (as an improvised weapon).
- The trap may be re-set and re-used later (you'll need to roll the move again when you do so, with +1 forward).

☐ **Tell The Truth!:** When you are questioning somebody to **investigate a mystery**, you may add these questions to the usual choices:

- *Who has something to gain from this situation?*
- *What are you plotting?*
- *Are you lying to me?*
- *Who knows about _____?*

☐ **Run Away!:** When you decide to get out of a bad situation, you can get away just fine. Unfortunately you will end up somewhere just as bad, and important to the current mystery.

☐ **A Pleasant And Friendly Manner:** When you politely **manipulate somebody**, your impeccable manners always count as a reason for the person to do what you say.

- ☐ A van
- ☐ Tiny surveillance cameras
- ☐ Chemistry kit
- ☐ Library card

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 Meddling Kid 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
	A cousin, aunt, or uncle. Decide between you what makes sense.	
	You're uncomfortable with their “kill all monsters” attitude.	
	You have an unrequited crush on them.	
	School friends.	
	Mutual respect, as you are both expert mystery-solvers.	
	They know why you don't really believe in monsters. Tell them what they found out about your past.	
	When you saw your first “monster”, they explained what was going on. You may not believe everything they believe, but you appreciate that they mean well.	
	You stopped them attacking the wrong person one time, when they thought it was a monster.	

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 Charm, max +3 | <input type="checkbox"/> Take another Meddling Kid move |
| <input type="checkbox"/> Get +1 Sharp, max +2 | <input type="checkbox"/> Gain an ally, someone to join the gang. The ally may be an animal (most likely a dog or cat, but it's up to you). |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Erase one used Luck mark from your playbook |
| <input type="checkbox"/> Get +1 Weird, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Take another Meddling Kid 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. | |

GAINING AN ALLY

If you gain an ally to help out on monster hunts, decide if you already know them, or if they are 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.

ANIMAL ALLIES

Animal allies follow the normal rules for allies, except for communication. Your animal ally can understand commands as well as a very clever dog (regardless of what sort of animal it is).

Decide if your ally can speak based on your individual game. Discuss it with the rest of the group to see if that fits in to the world you are creating for your game. In general, the Meddling Kid might be expected to belong in a comedy-style game, where a talking animal is not too crazy an idea to include.

NOTES (MOVES, HOLDS, ALLY, ETC)