



# THE MONSTROUS

*I feel the hunger, the lust to destroy. But I fight it, I never give in. I'm not human any more, not really, but I have to protect those who still are. That way I can tell myself I'm different to the other monsters.*

*Sometimes I even believe it.*

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*A Monster of the Week hunter playbook.*

To make your Monstrous, pick a name. Then follow the instructions below to decide your look, ratings, breed, curse, natural attacks, moves, and gear. Finally, introduce yourself and pick history.

## LOOK

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

- Man, woman, concealed, transgressive.
- Sinister aura, powerful aura, dark aura, unnerving aura, pleasant aura, energetic aura, evil aura.
- Archaic clothes, casual clothes, ragged clothes, tailored clothes, stylish clothes, street clothes, outdoor clothes.

## RATINGS

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

- ☐ Charm-1, Cool-1, Sharp=0, Tough+2, Weird+3
- ☐ Charm-1, Cool+1, Sharp+1, Tough=0, Weird+3
- ☐ Charm+2, Cool=0, Sharp-1, Tough-1, Weird+3
- ☐ Charm-2, Cool+2, Sharp=0, Tough=0, Weird+3
- ☐ Charm=0, Cool-1, Sharp+2, Tough-1, Weird+3

## BREED

You're half-human, half-monster: decide if you were always half-monster or if you were originally human and transformed somehow.

Now decide if you were always fighting to be good, or if you were evil and changed sides.

Define your monster breed by picking a curse, moves, and natural attacks.

Create the monster you want to be. whatever you choose defines your breed in the game. Some classic monsters with suggestions for picks are listed below, but feel free to make your own version! Descriptions of the curses, natural attacks, and moves follow.

## MONSTER BREED SUGGESTIONS

- **Vampire:** Curse: feed (blood or life-force). Natural attacks: Base: life-drain or teeth; add +1 harm to base. Moves: immortal or unquenchable vitality; mental domination.
- **Werewolf:** Curse: vulnerability (silver). Natural attacks: Base: claws; base: teeth. Moves: shapeshifter; claws of the beast or unholy strength.
- **Ghost:** Curse: vulnerability (rock salt). Natural attacks: Base: magical force; add hand range to base. Moves: incorporeal; immortal.
- **Faerie:** Curse: pure drive (joy). Natural attacks: Base: magical force; add ignore-armour to base. Moves: flight; preternatural speed.
- **Demon:** Curse: pure drive (cruelty). Natural attacks: Base: claws; add +1 harm to claws. Moves: dark negotiator; unquenchable vitality.
- **Zombie:** Curse: pure drive (hunger), feed (flesh), or siphon (brains). Natural attacks: Base: teeth; add +1 harm to teeth. Moves: immortal; unquenchable vitality.

<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"/> -2 <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"/>

## CURSES, PICK ONE:

- ☐ **Feed:** You must subsist on living humans – it might take the form of blood, brains, or spiritual essence but it must be from people. You need to **act under pressure** to resist taking feeding whenever a perfect opportunity presents itself.
- ☐ **Vulnerability:** Pick a substance. You suffer +1 harm when you suffer harm from it. If you are bound or surrounded by it, you must **act under pressure** to use your powers.
- ☐ **Pure Drive:** One emotion rules you. Pick from: hunger, hate, anger, fear, jealousy, greed, joy, pride, envy, lust, cruelty. Whenever you have a chance to indulge the emotion, you must do so immediately or **act under pressure** to resist.
- ☐ **Dark Master:** You have an evil lord who doesn't know you changed sides. They still give you orders, and do not tolerate refusal. Or failure.

## NATURAL ATTACKS, PICK TWO:

- ☐ Base: teeth (3-harm intimate)
- ☐ Base: claws (2-harm hand)
- ☐ Base: life-drain (1-harm intimate healing)
- ☐ Base: magical force (1-harm magical close)
- ☐ Add +1 harm to a base
- ☐ Add ignore-armour to a base
- ☐ Add an extra range to a base (intimate, hand, or close).

## MY NATURAL ATTACKS

## MOVES

You get all the basic moves, and two Monstrous moves.

Pick two Monstrous moves:

- ☐ **Immortal:** You do not age or sicken, and whenever you suffer harm you suffer 1-harm less.
- ☐ **Incorporeal:** You may move freely through solid objects (but not people).
- ☐ **Unnatural Appeal:** Roll +Weird instead of +Charm when you manipulate someone.
- ☐ **Unholy Strength:** Roll +Weird instead of +Tough when you kick some ass.
- ☐ **Preternatural Speed:** You can go much faster than normal people. When **you chase, flee, or run** take +1 ongoing.
- ☐ **Claws of the Beast:** All your natural attacks get +1 harm.
- ☐ **Something Borrowed:** Take a move from another playbook that is not currently in play.

## GEAR

If you want, you can take one handy weapon.

Optionally, pick one handy weapon:

- ☐ .38 revolver (2-harm close reload loud)
- ☐ 9mm (2-harm close loud)
- ☐ Magnum (3-harm close reload loud)
- ☐ Shotgun (3-harm close messy)
- ☐ Big knife (1-harm hand)
- ☐ Sword (2-harm hand messy)
- ☐ Huge sword (3-harm hand messy heavy)

## 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 Monstrous 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
	You lost control one time, and almost killed them. Ask them how they stopped you.	
	They tried to slay you, but you proved you're a good guy. Ask them what convinced them.	
	Romantic obsession on your part. Ask them if they know, and if they reciprocate.	
	Close relations, or a distant descendant. Tell them which.	
	You saved them from another of your kind, and prevented reprisals against that individual (maybe it's another good one, or maybe it has a hold over you).	
	They are tied to your curse or monstrous origin. Tell them how.	
	You fought together against the odds, and prevailed.	
	They saved you from another hunter who was prepared to kill you. Ask 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

- ☐ **Unquenchable Vitality:** When you have taken harm, **you can heal yourself**. Roll +Cool. On a 10+, heal 2-harm and stabilise your injuries. On a 7-9, heal 1-harm and stabilise your injuries. On a miss, your injuries worsen.
- ☐ **Mental Dominion:** When you gaze into a normal human's eyes and **exert your will over them**, roll +Charm. On a 10+, hold 3. On a 7-9, hold 1. You may spend your hold to give them an order. Regular people will follow your order, whatever it is. Hunters can choose whether they do it or not. If they do it, they mark experience.
- ☐ **Dark Negotiator:** You can use the **manipulate someone** move on monsters as well as people, as long as they can reason and talk.
- ☐ **Flight:** You can fly.
- ☐ **Shapeshifter:** You may change your form (usually into an animal) – decide if you have just one alternate form or several, and detail them. You gain +1 to **investigate a mystery** when using an alternate form's superior senses (e.g. smell for a wolf, sight for an eagle).

## HARM

When you suffer harm, mark of 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 Tough, max +2        | <input type="checkbox"/> Take another Monstrous move                         |
| <input type="checkbox"/> Get +1 Cool, max +2         | <input type="checkbox"/> Gain a haven, like the Expert has, with two options |
| <input type="checkbox"/> Get +1 Charm, max +2        | <input type="checkbox"/> Take another natural attacks pick                   |
| <input type="checkbox"/> Get +1 Sharp, max +2        | <input type="checkbox"/> Take a move from another playbook                   |
| <input type="checkbox"/> Take another Monstrous 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"/> Retire this hunter to safety.  |
| <input type="checkbox"/> Change this hunter to a new type.                    | <input type="checkbox"/> Erase one used luck mark from your playbook.   |
| <input type="checkbox"/> Make up a second hunter to play as well as this one. | <input type="checkbox"/> You have freed yourself from the curse of your kind: your curse no longer applies, but you lose 1 Weird. |
| <input type="checkbox"/> Mark two of the basic moves as advanced.             | <input type="checkbox"/> You turn evil (again): retire this character, they become one of the Keeper's threats.                   |
| <input type="checkbox"/> Mark another two of the basic moves as advanced.     |   |

MY BREED	NOTES (MOVES, HOLDS, HAVEN, ETC)