



THE MUNDANE

You heard about how monsters only pick on people with crazy powers who can fight back on even terms? Yeah, me neither.

But, hell, I ended up in this monster-hunting team so I gotta do what I can, right?

A Monster of the Week hunter playbook.

To make your Mundane, 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, boy, girl.
- Friendly face, alluring face, laughing face, trustworthy face, average face, serious face, sensual face.
- Normal clothes, casual clothes, goth clothes, sporty clothes, work clothes, street clothes, nerdy clothes.

RATINGS

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

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

MOVES

You get all the basic moves, and three Mundane moves.

Pick three Mundane moves:

- ☐ **Always The Victim:** When another hunter uses **protect someone** to protect you, they mark experience. Whenever a **monster captures you**, you mark experience.
- ☐ **The Power of Heart:** When fighting a monster, if you **help someone**, don't roll +Cool. You automatically help as though you'd hit the roll with a 10+.
- ☐ **Trust Me:** When you tell a normal person the truth in order to protect them from danger, roll +Charm. On a 10+ they'll do what you say they should, no questions asked. On a 7-9 they do it, but the Keeper chooses one from:
 - They ask you a hard question first.
 - They stall and dither a while.
 - They have a "better" idea.

On a miss, they're going to think you're crazy and maybe dangerous too.

- ☐ **Let's Get Out Of Here!** If you **protect someone** by telling them what to do, or leading them out, roll +Charm instead of +Tough.

GEAR

Mundane weapons, pick two:

- ☐ Golf club/baseball bat/cricket bat/hockey stick (2-harm hand innocuous messy)
- ☐ Useful knife/multitool (1-harm hand useful small)
- ☐ Small handgun (2-harm close loud reload)
- ☐ Hunting rifle (3-harm far loud reload)
- ☐ Sledge-hammer/fire axe (3-harm hand messy)
- ☐ Nunchuks (2-harm hand area)

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"/>

- ☐ **Panic Button:** When you need to escape, **name the route you'll try** and roll +Sharp. On a 10+ you're out of danger, no problem. On a 7-9 you can go or stay, but if you go it's going to cost you (you leave something behind or something comes with you). On a miss, you are caught halfway out.

- ☐ **Oops! If you want to stumble across something important**, roll +Weird. Treat the results as if you had **investigated a mystery**, but anything you discover is by dumb luck rather than skill (e.g. literally tripping over a clue).

- ☐ **What Could Go Wrong?:** Whenever you **charge into immediate danger** without hedging your bets, hold 2. You may spend your hold to:

- Inflict +1 harm.
- Reduce someone's harm suffered by 1.
- Take +2 forward on an act under pressure roll.

- ☐ **Don't Worry, I'll Check It Out:** Whenever you **go off by yourself** to check out somewhere (or something) scary, mark experience.

Transportation, pick one:

- ☐ Skateboard
- ☐ Pickup
- ☐ Fairly new car in decent condition
- ☐ Classic car in terrible condition
- ☐ Motorcycle
- ☐ Van

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 Mundane 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 are close relations. Tell them exactly how you're related.	
	Initially rivals, you both now respect each others' talents.	
	Romantically involved, or you just have a crush on them. Ask them which they prefer.	
	They're your hero, exactly the kind of monster hunter you aspire to be. Tell them why you worship them.	
	Good friends. Tell them if it's from way back, or recently.	
	You're a bit suspicious of them (maybe due to their unnatural powers or something like that).	
	They introduced you to the existence of monsters. Tell them how you feel about that.	
	You saved their life from a monster due to an unlikely chain of events. Tell them what.	

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

☐ Get +1 Charm, max +3

☐ Get +1 Cool, max +2

☐ Get +1 Sharp, max +2

☐ Get +1 Tough, max +2

☐ Take another Mundane move

☐ Take another Mundane move

☐ Erase one used Luck mark from your playbook

☐ Erase one used Luck mark from your playbook

☐ Take a move from another playbook

☐ 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

☐ Get +1 to any rating, max +3

☐ Change this hunter to a new type

☐ Make up a second hunter to play as well as this one

☐ Mark two of the basic moves as advanced

☐ Mark another two of the basic moves as advanced

☐ Retire this hunter to safety

☐ Erase one used Luck mark from your playbook

NOTES (MOVES, HOLDS, ETC)