



# THE PROFESSIONAL

*It's kind of strange when your regular 9-to-5 job is to hunt down monsters. Still, that's the job I got when I accepted that mysterious transfer. It pays well, and the benefits are good. Like they say "you don't have to be crazy to work here, but it sure helps!"*

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*A Monster of the Week hunter playbook.*

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

## LOOK

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

- Man, woman.
- Chiseled face, scarred face, unshaven face, soft face, young face, old face, determined face.
- Tailored suit, shabby suit, perfect suit, utility coveralls, battledress, paramilitary uniform, lab coat.

## RATINGS

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

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

## AGENCY

Decide who it is you work for. Are they a black-budget government department, a secret military arm, a clandestine police team, a private individual's crusade, a corporation, a scientific team, or what?

Is the Agency's goal to: destroy monsters, study the supernatural, protect people, gain power, or something else?

Pick two resources tags and two red tape tags to describe how the Agency operates:

### Agency Resources (pick two)

- |   |   |
|---|---|
| <input type="checkbox"/> Well-armed         | <input type="checkbox"/> Cover identities           |
| <input type="checkbox"/> Well-financed      | <input type="checkbox"/> Offices all over the place |
| <input type="checkbox"/> Rigorous training  | <input type="checkbox"/> Good intel                 |
| <input type="checkbox"/> Official pull      | <input type="checkbox"/> Recognised authority       |
| <input type="checkbox"/> Weird tech gadgets | <input type="checkbox"/> Support teams              |

### Agency Red Tape (pick two)

- |   |   |
|---|---|
| <input type="checkbox"/> Dubious motives            | <input type="checkbox"/> Budget cuts              |
| <input type="checkbox"/> Bureaucratic               | <input type="checkbox"/> Take no prisoners policy |
| <input type="checkbox"/> Hostile superiors          | <input type="checkbox"/> Live capture policy      |
| <input type="checkbox"/> Inter-departmental rivalry | <input type="checkbox"/> On-call 24/7             |
| <input type="checkbox"/> Secretive hierarchy        | <input type="checkbox"/> Cryptic missions         |

## MOVES

You get all the basic moves, and four Professional moves.

You get this one:

■ When you **deal with the Agency**, requesting help or gear, or making excuses for a failure, roll +Sharp. On a 10+, you're good – you requisition the gear or personnel is okayed, or your slip-up goes unnoticed. On a 7-9, things aren't so great. You might get chewed out by your superiors and there'll be fallout, but you get what you need for the job. On a miss, you screwed up: you might be suspended or under investigation, or just in the doghouse. You certainly aren't going to get any help until you sort it all out.

Then pick three of these:

☐ **Bottle It Up:** If you want, you can take up to a +3 bonus on **acting under pressure**. For each +1 bonus you use, the Keeper holds 1. That hold can be spent later one-for-one to give you -1 on any move **except act under pressure**.

☐ **Tactical Genius:** When you **read a bad situation**, you may roll +Cool instead of +Sharp

☐ **Unfazeable:** Take +1 Cool (max +3).

<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 <i>Basic moves:</i> Manipulate Someone <i>Highlight:</i> <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 <i>Basic moves:</i> Act Under Pressure, Help Out <i>Highlight:</i> <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 <i>Basic moves:</i> Investigate, Read a Bad Situation <i>Highlight:</i> <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 <i>Basic moves:</i> Kick Some Ass, Protect Someone <i>Highlight:</i> <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 <i>Basic moves:</i> Use Magic <i>Highlight:</i> <input type="checkbox"/>	

☐ **Battlefield Awareness:** You always know what's going on around you, and what to watch out for. Take +1 armour (max 2-armour) on top of whatever you get from your gear.

☐ **Mobility:** You have a truck, van, or car built for monster hunting. Choose two good things and one bad thing about it.

- *Good things:* roomy; surveillance gear; fast; stealthy; intimidating; classic; medical kit; sleeping space; toolkit; concealed weapons; anonymous, armoured (+1 armour when inside); tough; monster cage.

- *Bad things:* loud; obvious; temperamental; beaten-up; gas-guzzler; uncomfortable; slow; old.

☐ **Medic:** You have a full first aid kit, and training to heal people. Roll +Cool **when you do first aid**. On a 10+ the patient is stabilized and healed of 2 harm. On a 7-9 choose one: heal 1 harm; stabilize the injury. On a miss, you cause an extra 1 harm. First aid can only be used once per injury.

☐ **Leave No One Behind:** In combat, when you help someone escape, roll +Sharp. On a 10+ you get them out clean. On a 7-9, you can *either* get them out *or* suffer no harm. On a miss, you fail to get them out, and you've attracted hostile attention.

## GEAR

Pick one serious weapon and two normal weapons.

*Serious Weapons, pick one:*

- ☐ Submachine gun (3-harm close auto loud)
- ☐ Grenade launcher (4-harm far area messy loud reload)
- ☐ Grenades (4-harm close area messy loud)
- ☐ Sniper rifle (4-harm far)
- ☐ Assault rifle (3-harm far auto loud)

*Normal weapons, pick two:*

- ☐ .38 revolver (2-harm close reload loud)
- ☐ Shotgun (3-harm close messy)
- ☐ Hunting rifle (2-harm far loud)
- ☐ 9mm (2-harm close loud)
- ☐ Big knife (1-harm hand)

Plus you get *either* ☐ a flak vest (1-armour hidden) *or* ☐ combat armour (2-armour heavy) for protection.

## 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 Professional by name and look, and everyone 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
	Your relationship with them has romantic potential. So far it hasn't gone further.	
	They're on the Agency's watch list, and you've been keeping an eye on them.	
	You're related. Tell them how close.	
	You met on a mission and worked together unofficially. And successfully.	
	They've worked with the Agency before, and they're well regarded.	
	You were friends back in training, before the Agency recruited you. This could be military, law enforcement, or some weirder school: decide the details between you.	
	They pulled you (and maybe your team) out of a terrible FUBARed mission.	
	You got sent to "deal with them" as a hazard to the Agency's policies one time. Tell them how you resolved this.	

## 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 of the number of boxes equal to harm suffered. When you reach 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 on the next page.

### IMPROVEMENTS

- |   |   |
|---|---|
| <input type="checkbox"/> Get +1 Cool, max +3            | <input type="checkbox"/> Take another Professional move                                   |
| <input type="checkbox"/> Get +1 Charm, max +2           | <input type="checkbox"/> Add a new resources tag for your Agency or change a red tape tag |
| <input type="checkbox"/> Get +1 Sharp, max +2           | <input type="checkbox"/> Get command of an Agency team of monster hunters                 |
| <input type="checkbox"/> Get +1 Tough, max +2           | <input type="checkbox"/> Take a move from another playbook                                |
| <input type="checkbox"/> Take another Professional 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 in the list 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"/> Get some or all of the hunters hired by your agency. They get the <b>deal with the agency</b> move, as well as salary and benefits. |
| <input type="checkbox"/> Mark two of the basic moves as advanced.             |  |
| <input type="checkbox"/> Mark another two of the basic moves as advanced.     |  |

### GAINING AN AGENCY 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 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.

YOUR AGENCY	NOTES (MOVES, HOLDS, TEAM, ETC)