



# THE SIDEKICK

*I'm not really that tough, you know? And I don't know much about the occult or monsters, or this whole deal.*

*But I found a Hero. Someone better than me. And they need a hand now and then, so they can focus on the heroic stuff.*

*And I can learn from them and someday, maybe, I can be a big damn hero too.*

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*A Monster of the Week hunter playbook.*

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

HERO

Pick one of the other hunters to be your hero. This is the person you decided is such an awesome monster hunter that you are going to spend your time helping them out.

Think about the hero and decide what your relationship is. Perhaps they're an older sibling, a parent, a friend who was always better than you, perhaps they saved you from a monster, or you found out about their monster hunting by accident. Check with the hero's player, to make sure they're okay with it.

When your hero's player has picked their ratings, ask them which is highest. You've been trying to be like them, so you get an extra +1 to that rating. If they have a tie for highest, you can pick which one you put your +1 on.

LOOK:

Take a look at your hero's choices in their playbook. Pick one to copy: you mark that one down. For the rest of their lines, pick one from each (these can be the same as the hero picked, if you want, but they don't have to be).

RATINGS

Pick one line, then mark each rating above.

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

MOVES

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

You get this one:

■ **There's No "I" In "Team":** You get +1 on all rolls to **help out**, or +2 if you are helping your hero.

Then pick two of these:

- ☐ **Caddy:** You carry all your hero's stuff around. That means you can use anything from their gear list, unless they are currently holding it. Plus, if the item is not unique, you have some spares. For anything like that, you can use one of the spares even if your hero currently is using it.
- ☐ **Journeyman:** Take a move that your hero has.
- ☐ **I Can Make You Look Good:** If you are helping out your hero, you may choose to swap your rolled dice with theirs. Calculate your results as if you had each rolled the dice you now have in front of you.
- ☐ **As You Wish:** Mark experience whenever your hero orders or requests that you do something you don't want to do, and you go ahead and do it anyway.

GEAR

Pick one weapon from your hero's gear options, and one of the sidekick weapons here.

Hero's weapon: \_\_\_\_\_-harm \_\_\_\_\_

Sidekick weapons, pick one:

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

NAME:				
LOOK:				
RATINGS				
Whenever you roll a highlighted rating, mark experience.				
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"/>

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

☐ **Eek!:** When a monster (or anyone really) appears on the scene and **you find a hiding spot**, roll +Sharp. On a 10+, you hide in the best nearby spot before the monster sees you. On a 7-9, pick one of these:

- You hide okay, but the monster is now between you and escape.
- You hide okay for now, but your hiding spot is bound to be spotted soon.
- You hide okay, but leave something important out in the open.

☐ **Bodyguard:** If something bad is going to happen to your hero, your comrades, or a bystander, and you are right there, you may throw yourself in harm's way. Whatever was going to happen to them happens to you instead.

☐ **Me Too!:** If your hero makes a roll for a move, and you copy what they did (i.e. the same move), you may choose not to roll. Instead, use your hero's die roll.

## 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 Sidekick 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 (the first one is for your hero, the others for whoever you want):

Hunter	History	Notes
	This hunter is your hero (you've picked some specific details already).	
	You are a bit jealous of this hunter because of their relationship with your hero.	
	You have feelings for this hunter, but you need to become a true hero before you are worthy of their love.	
	You have been friends for years – decide between you when and where you originally met.	
	You bonded almost instantly after defeating a monster together, the first time you worked as a team. Decide the details between you.	
	This hunter knew you back when you were a nobody. Tell them something about the person you used to be, something you're now ashamed of.	
	When you first became a hunter, you weren't sure what to do. This hunter introduced you to your hero.	
	They saved your life when you were distracted, or maybe you couldn't get it together to fight back. You owe them one. Tell them the circumstances.	

## 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 Sharp, max +3

☐ Get +1 Charm, max +3

☐ Get +1 Cool, max +2

☐ Get +1 Tough, max +2

☐ Take another Sidekick move

☐ Take another Sidekick move

☐ Gain an ally – another sidekick for your hero, your junior.

☐ Change playbooks to the same as your hero. (This breaks the general rule that only one of each may be in play).

☐ 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 over the page.

### 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"/> Pick a new hero. Your moves that mention your hero now apply to the new hero. |

### 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.

NOTES (MOVES, HOLDS, ETC)