



THE SNOOP

The monsters have kept themselves from sight, but they're out there and I'm going to find them. Find them and record them. Then the evidence will be incontrovertible, and I will be the one who did it. I'm going to be a superstar one day, you mark my words! Hey... did you just feel a chill? Quick! Turn on the infrared cameras!

A Monster of the Week hunter playbook.

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

LOOK

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

- Man, woman.
- Slender body, fidgeting body, hefty body, trim body, jittery body, tall body, short body.
- Student clothes, arty clothes, old suit, stylish suit, safari wear, hat & trenchcoat, utility wear.

RATINGS

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

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

MOVES

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

Pick three Snoop moves:

- ☐ **“What Does That Feel Like?”**: When you put your camera/microphone right in a person's face, they automatically break off whatever they are doing. They might go right back to it after they deal with you, but you'll create enough time for everyone else to act in the meantime.
- ☐ **Minor Celebrity**: At the beginning of each mystery, roll +Weird. On a 10+ hold 2 and on a 7-9 hold 1. Spend your hold during the mystery to have someone you meet know of you in a positive light (maybe they read your blog, listen to your podcast, or watch your Internet/TV show, etc). You may end up getting asked for autographs or given “hot” leads, too.
- ☐ **We'll Fix It In Post**: You can use anything you could conceivably have recorded to **investigate a mystery**, allowing you to check previous interviews, sites and so on from the comfort of wherever your laptop is.

CREW

Decide if your crew are made up of the other hunters, or if you have your own entourage.

If they are other people, there are 1-3 of them. Pick a name and job for each.

If it's the other hunters, decide together who gets which job.

Crew jobs: camera, sound, editing, dogsbody, researcher, driver, director, producer, bodyguard.

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"/>

- ☐ **I'm A Reporter!**: When you investigate a mystery by talking to witnesses, interviewing locals, or anything else requiring interpersonal skills, roll +Charm instead of +Sharp.
- ☐ **Truthiness**: Whatever you tell a normal person, they'll accept that you think it's true. If it's far out, they might think you're crazy, but they won't think you're lying.
- ☐ **The Mojo Wire**: When you read all the current news feeds looking for the weird and crazy stuff, take +1 forward.
- ☐ **Relaxed Producer**: You're employed, with a regular pay check and little or no oversight. As long as you send in a story every few days, no matter how bizarre, you're set. Every now and again they'll send you somewhere in particular, but when that happens it usually involves supernatural activity. Unless they need human interest, in which case it will be a kitten show or agricultural fair or something.

GEAR

You get a laptop, three recording devices, two detectors and one subtle weapon.

Recording devices (pick three):

- ☐ Digital video camera
- ☐ Tiny digital video camera
- ☐ Film camera (8mm or 16mm)
- ☐ Digital sound recorder
- ☐ Cassette tape recorder
- ☐ Infrared video camera
- ☐ Pro sound gear, with boom mike
- ☐ Remote controlled camera drone
- ☐ Starlight camera
- ☐ Steadicam rig
- ☐ Laser microphone
- ☐ SLR camera

Detectors (pick two):

- ☐ Electromagnetic field detector.
- ☐ Temperature fluctuation detector.
- ☐ Ouija board.
- ☐ Humidity meter.
- ☐ Dowsing rods.
- ☐ Chemistry test kit.
- ☐ Metal detector.
- ☐ Compass.
- ☐ GPS receiver.
- ☐ Laser rangefinder.
- ☐ Pendulum.

Subtle weapons (pick one):

- ☐ .32 revolver (2-harm close reload small)
- ☐ 9mm (2-harm close loud)
- ☐ Knife (1-harm hand hidden)
- ☐ Multitool/pocket knife (1-harm hand hidden useful)

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 Snoop 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 have a crush on them. Ask them if they've noticed.	
	You're best friends from school/university (film class, maybe?).	
	You met when they killed the monster you were doing a story on.	
	... missed a kill because of something you did. Ask them what you screwed up.	
	...were in danger of some unhelpful publicity, but you got the story killed.	
	...saved your ass when you did something stupid. Ask them what you did.	
	...is a huge fan of your work. Ask them if they keep quiet about it or if everyone knows.	
	Relations, close or distant. Decide between you which.	

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 over the page.

IMPROVEMENTS:

- | | |
|--|--|
| <input type="checkbox"/> Get +1 Charm, max +3 | <input type="checkbox"/> Take another Snoop move |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Gain an ally, possibly one of your existing crew members |
| <input type="checkbox"/> Get +1 Sharp, max +2 | <input type="checkbox"/> Get a haven, like the Expert has, with one option plus a film lab |
| <input type="checkbox"/> Get +1 Weird, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Take another Snoop 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

You gain a friendly ally to help out on monster hunts. You might already know them, or they might be 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 the ally doesn't have a name yet, pick one now. Decide what their background is, how they look, and their special skills.

A SNOOP-CENTERED TEAM CONCEPT: THE *MONSTER REVELATIONS* SHOW.

The team has an Internet video channel that covers their monster hunts and teaches viewers about the monsters that are really out there.

A Snoop is required; a Flake or Expert makes a good researcher; a Chosen or Wronged is useful as muscle; a Mundane can make the coffee; anyone else can hold a camera or boom mike.

MY SHOW/COLUMN	NOTES (MOVES, ALLIES, HOLDS, ETC)