



THE SPOOKY

I can do things, things that normal people can't. But there's a price – I haven't paid it in full, yet, but the bill's gonna come due soon. It's best I don't tell you any more. You get too close, you'll get hurt.

A Monster of the Week hunter playbook.

To make your Spooky, pick a name. Then follow the instructions below to decide your look, ratings, moves, dark side, 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, concealed.
- Burning eyes, dark eyes, pained eyes, shadowed eyes, blank eyes, unblinking eyes, piercing eyes, creepy eyes.
- Ratty clothes, casual clothes, goth clothes, neat clothes, nerdy clothes.

RATINGS

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

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

MOVES

You get all the basic moves, plus pick three Spooky moves:

☐ **Telepathy:** You can read people's thoughts and put words in their mind. This can allow you to **investigate a mystery** or **read a bad situation** without needing to actually talk. You can also **manipulate someone** without speaking. You still roll the moves as normal, except people won't expect the weirdness of your mental communication..

☐ **Premonitions.** At the start of each mystery, roll +Weird. On a 10+, you get a detailed vision of something bad that is yet to happen. You take +1 forward to prevent it coming true, and mark experience if you stop it. On a 7-9+ you get clouded images of something bad that is yet to happen: mark experience if you stop it. On a miss, you get a vision of something bad happening to you and the Keeper holds 3, to be spent one-for-one as penalties to rolls you make.

☐ **Hex:** When you cast a spell (with **use magic**), you can pick the following extra magical effects:

- The target contracts a disease.
- The target immediately suffers harm (2-harm magic ignore-armour).
- The target breaks something precious or important.

☐ **Hunches.** When something bad is happening (or just about to happen) somewhere you aren't, roll +Sharp. On a 10+ you knew where you needed to go, just in time to get there. On a 7-9, you get there late – in time to intervene, but not prevent it altogether. On a miss, you get there just in time to be in trouble yourself.

☐ **The Big Whammy:** You can use your powers to kick some ass: roll +Weird instead of +Tough. The attack has 2-harm close obvious ignore-armour. On a miss, you'll get a magical backlash.

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 <i>Basic moves: Manipulate Someone</i> <i>Highlight:</i> <input type="checkbox"/>
COOL:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <i>Basic moves: Act Under Pressure, Help Out</i> <i>Highlight:</i> <input type="checkbox"/>
SHARP:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <i>Basic moves: Investigate, Read a Bad Situation</i> <i>Highlight:</i> <input type="checkbox"/>
TOUGH:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <i>Basic moves: Kick Some Ass, Protect Someone</i> <i>Highlight:</i> <input type="checkbox"/>
WEIRD:	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <i>Basic moves: Use Magic</i> <i>Highlight:</i> <input type="checkbox"/>

☐ **The Sight.** You can see the invisible, especially spirits and magical influences. You may communicate with (maybe even make deals with) the spirits you can see, and you have more opportunities to spot clues when you **investigate a mystery**.

☐ **Tune In:** You can **attune your mind to a monster or minion**. Roll +Weird. On a 10+, hold 3. On a 7-9, hold 1. On a miss, the monster becomes aware of you. Spend hold to ask the Keeper one of the following questions, and gain +1 ongoing when acting on the answers:

- *Where is the creature right now?*
- *What is it planning to do right now?*
- *Who is it going to attack next?*
- *Who does it regard as the biggest threat?*
- *How can I attract its attention?*

☐ **Jinx:** You can encourage coincidences to occur, the way you want them to. When **you jinx a target**, roll +Weird. On a 10+ hold 2 and on a 7-9 hold 1. On a miss, the Keeper holds 2 over you to be used in the same way. Spend your hold to:

- Interfere with a hunter, giving them -1 forward.
- Interfere with what a monster, minion, or bystander is trying to do.
- Inflict 1-harm on the target due to an accident.
- The target finds something you left for them.
- The target loses something that you will soon find.

THE DARK SIDE

Your powers have an unsavory source, and sometimes you get tempted to do things you shouldn't. These could be orders from whatever granted your power, or urges that bubble up from your subconscious. Something like that. Whatever it is, it's unsettling.

Pick three tags for your dark side:

- | | | | |
|-------------------------------------|---------------------------------------|---|--|
| <input type="checkbox"/> Violence | <input type="checkbox"/> Dark bargain | <input type="checkbox"/> Mood swings | <input type="checkbox"/> Greed for power |
| <input type="checkbox"/> Depression | <input type="checkbox"/> Guilt | <input type="checkbox"/> Rage | <input type="checkbox"/> Hallucinations |
| <input type="checkbox"/> Secrets | <input type="checkbox"/> Soulless | <input type="checkbox"/> Self-destruction | <input type="checkbox"/> Pain |
| <input type="checkbox"/> Lust | <input type="checkbox"/> Addiction | <input type="checkbox"/> Poor impulse control | <input type="checkbox"/> Paranoia |

The Keeper can ask you to do nasty things (in accordance with the tags), when your powers need you to. If you do whatever is asked, mark experience. If you don't do it, then your powers are unavailable until the end of the mystery (or you cave and do it anyway). As you mark off Luck boxes, these requests will get bigger and nastier.

GEAR

You get two normal weapons and any magical items or amulets that you use to invoke your powers.

Normal weapons, pick two:

- | | |
|--|--|
| <input type="checkbox"/> .38 revolver (2-harm close reload loud) | <input type="checkbox"/> 9mm (2-harm close loud) |
| <input type="checkbox"/> Shotgun (3-harm close messy) | <input type="checkbox"/> Big knife (1-harm hand) |
| <input type="checkbox"/> Hunting rifle (2-harm far loud) | |

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 Spooky 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
	They taught you to control your powers, to the extent that you can control them at all.	
	You are blood-kin. Decide together exactly what.	
	You are married, or romantically involved. Decide between you the exact relationship.	
	You're old friends, and trust each other completely.	
	You used your powers on them one time. Decide if it was for selfish reasons or not, and tell them if they found out about it.	
	You've known each other some time, but since your powers manifested, you keep them at a distance emotionally.	
	You hope that they can help you control your powers.	
	They saw you use your powers for selfish or vindictive reasons. Ask them who the victim was, and then tell them what you did.	

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. As you mark off Luck, your dark side's needs will get nastier.

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

- ☐ Get +1 Weird, max +3
 - ☐ Get +1 Charm, max +2
 - ☐ Get +1 Cool, max +2
 - ☐ Get +1 Sharp, max +2
 - ☐ Take another Spooky move
 - ☐ Take another Spooky move
 - ☐ Change some or all of your dark side tags.
 - ☐ Get a mystical library, like the Expert's haven option
 - ☐ 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. They are in 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.
 - ☐ You discover how to use your powers at a lower price.
Delete one dark side tag permanently.

BIG MAGIC

If you want to perform an act of magic that goes further than the **use magic** move (or your other moves) allow, use these rules for big magic.

First, say what magical effect they want to make happen.

The Keeper will determine what you need to do for this magic spell. The Keeper picks some of these:

- You need to spend a lot of time (days or weeks) researching the magic ritual.
- You need to experiment with the spell – there will be lots of failures before you get it right.
- You need some rare and weird ingredients and supplies.
- The spell will take a long time (hours or days) to cast.
- You need a lot (2, 3, 7, 13, or more) of people to help you.
- The spell needs to be cast at a particular place and/or time.

Once the Keeper has specified the requirements, you just need to make them happen and the magic will go ahead. There's no specific roll for making big magic work, but you might need to succeed on some other moves, like **use magic** or **act under pressure**, as part of the process.

Of course, magic is always perilous and big magic is way more perilous than the usual sort. The side-effects and dangers of big magic are at the Keeper's discretion.

MY POWERS AND DARK SIDE	NOTES (MOVES, HOLDS, ETC)