



THE SUMMONED

I was called here. Don't know why. Don't know where from.

But I got this sense: like there's a destiny waiting for me. I think - real soon - we're gonna find out why I was called.

But I have this feeling it's for something bad. Real bad.

A Monster of the Week hunter playbook by Steve Hickey.

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

LOOK

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

- Male, female, asexual, unknown, hermaphrodite, alien.
- Demonic body, elemental body, reptilian body, glassy body, almost human body.
- Cigars, pets, sports, junk food, hat, films, comics, luxury food, antiques, classic cars.
- Working clothes, motorcycle leathers, huge coat, no clothes, normal clothes.

RATINGS

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

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

APOCALYPSE

You are destined to bring about the Apocalypse. You may or may not know about it yet, but you have at least come across some hints of your destiny.

Pick a sign of the Apocalypse (maybe with help from the group) that has *already* been revealed to you.

Whenever you use Luck, you'll trigger another sign of the Apocalypse. You can suggest what it might be, but it will be the Keeper's job to bring the sign into the story.

Example signs:

- Betrayal
- An army of monsters rises
- Rain of fire
- Eternal darkness
- Things from beyond
- Take your throne
- Red sun
- The Portal opens
- Plague
- Learn your true name
- The Stars are Right
- Breaking the Seal
- Murder of the King
- The Beast slouches into the world
- Become the Dragon
- The Coronation
- Your Hosts assemble
- The fall of the Tower
- The seas boil
- Natural disasters
- Judgement Day
- World war
- Famine
- Ancient Evil reborn

When *all* your Luck is used, the Apocalypse is imminent. It's up to you to stop, or cause, the end of the world. Your call.

MOVES

You get all the basic moves, and pick three Summoned moves:

You get this one:

■ **Freakish:** You're weird, and people react badly. You can't use **manipulate someone** until you prove yourself to them first (this includes the other hunters: it's up to them when you have proved yourself). Until then, they'll just try to get away from you. You can spend 1 Luck to have the person take to you. Skip the **manipulate someone** roll: they act as if you rolled a 12. Additionally, you can use **manipulate someone** on monsters that can reason and talk (but they always want something *really* bad).

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"/>

Then pick two of these:

What Are You Looking At? When you talk to a **monster** (it has to be capable of reason and speech), it will recognise you (and your potential). If you ask it what it knows, pick one for the Keeper to reveal:

- Tell me something about where I'm from.
- Tell me something about my destiny.
- Tell me something about who I really am.
- Tell me something about the Apocalypse.

Should I Feel That? Your body has 2-armour. This does not stack with any other armour.

Mayhem!: When you grab a nearby large object and use it as an improvised weapon, first determine how much damage it will do. Guidelines:

- Fire extinguisher, fence post, furniture, etc: 2-harm
- Motorcycle, lamppost, masonry chunk, etc: 3-harm
- Car, dumpster, boulder, etc: 4-harm
- Bus, truck, wall, etc: 5-harm

After you inflict harm with it (with a **kick ass** roll or otherwise), roll +harm your weapon actually caused. On a miss, you use it without trouble. On a 7-9, pick one side effect, and on a 10+ pick two:

- You hurt someone nearby as well as your target.
- You make something about the situation worse.
- You lose control of your improvised weapon.
- You cause massive property damage.
- Your improvised weapon breaks.

GEAR

Pick one huge weapon:

- Super hand cannon (4-harm close heavy loud reload)
- Machinegun (3-harm close auto messy heavy loud reload)
- Rocket launcher (4-harm far area heavy messy reload loud)
- Gigantic Hellsword (4-harm hand heavy messy magic)
- Automatic shotgun (3-harm close auto heavy loud reload)
- Red right hand (3-harm hand magic, replaces your normal unarmed attack)

Pick two heavy weapons:

- Sledgehammer (3-harm hand heavy messy)
- Big sword (3-harm hand heavy messy)
- Big axe (3-harm hand heavy messy)
- Magnum (3-harm close loud reload)
- Shotgun (3-harm close loud messy reload)

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 Summoned 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
	... was there when you were summoned. Ask them who the summoners were.	
	... sees your human side. Ask them why.	
	You could probably take this hunter in a fight, but you're not certain. Together, decide when the last time you threw down was, and what interrupted your fight.	
	Romantic obsession on your part. Ask them if they know about it, and if they reciprocate it.	
	... is tied into your destiny somehow. Tell them how they fit into your first sign of the Apocalypse.	
	... saved your ass when the shit went down. Ask them how.	
	You met while separately hunting a monster. Ask them why you now work together.	
	...is your good friend. Tell them if it's from way back, or recently.	
	...you are suspicious about their motives. Ask them what they did that gave you doubts about them.	

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. When you use a point of Luck, select a new Sign of the Apocalypse. If your Luck boxes all get filled, you trigger the Apocalypse.

Okay The Apocalypse

HARM

When you suffer harm, mark off 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 below.

IMPROVEMENTS:

- | | |
|---|---|
| <input type="checkbox"/> Get +1 Weird, max +3 | <input type="checkbox"/> Get command of a team of monster hunters (or monstrous hunters) |
| <input type="checkbox"/> Get +1 Charm, max +2 | <input type="checkbox"/> Get a position in a Sect, like the Initiate has. Create your Sect as if you were making an Initiate. Get the move for when you are in good standing with the Sect . |
| <input type="checkbox"/> Get +1 Sharp, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Take another Summoned move | |
| <input type="checkbox"/> Take another Summoned move | |

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"/> Mark another two of the basic moves as advanced. |
| <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"/> You turn evil (again?): retire this hunter. They become one of the Keeper's threats. |
| <input type="checkbox"/> Mark two of the basic moves as advanced. | |

WHAT I KNOW ABOUT THE APOCALYPSE	NOTES (MOVES, HOLDS, TEAM, ETC)
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