



THE WRONGED

They took my loved ones. Back then I wasn't strong enough to fight, but I studied, trained, and now I'm ready to kill the things that took my loved ones.

I'll cleanse the world of their taint. That's all I have left.

A Monster of the Week hunter playbook.

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

LOOK, PICK ONE FROM EACH LIST:

- Man, woman.
- Sad eyes, icy eyes, angry eyes, untouchable eyes, emotionless eyes, hurt eyes, harrowed eyes.
- Nondescript clothes, ragged clothes, casual clothes, hunting gear, army surplus gear, old clothes.

RATINGS

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

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

YOUR LOSS

Who did you lose? Pick one or more of:

- ☐ your parent(s)
- ☐ your sibling(s)
- ☐ your spouse/partner
- ☐ your child(ren)
- ☐ your best friend(s)

What did it? With the Keeper's agreement, pick the monster type.

Why couldn't you save them? You were (pick one or more):

- ☐ at fault
- ☐ injured
- ☐ slow
- ☐ in denial
- ☐ selfish
- ☐ weak
- ☐ scared
- ☐ complicit

MOVES

You get all the basic moves, and three Wronged moves:

You get this one:

■ **I Know My Prey:** +1 ongoing when you are (knowingly) investigating, pursuing, or fighting the type of monster that caused your loss.

Then pick two of these:

- ☐ **Berserk:** No matter how much harm you take, you can keep going until the current fight is over. During a fight, the Keeper may not use harm moves on you. After it ends, all harm takes effect as normal.
- ☐ **NEVER AGAIN:** In combat, you may choose to **Protect Someone** without rolling, as if you had rolled a 10+, but you may not choose to “suffer little harm.”
- ☐ **What Does Not Kill Me...:** If you have suffered harm in a fight, you gain +1 ongoing until the fight is over.
- ☐ **Fervor:** When you **manipulate someone**, roll +Tough instead of +Charm.

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"/>

☐ **Safety First:** You have jury-rigged extra protection into your gear, giving you +1 armour (max 2-armour).

☐ **DIY Surgery:** When **you do quick and dirty first aid on someone** (including yourself), roll +Cool. On a 10+ it's all good, stabilise the injury and heal 1-harm. On a 7-9 pick one:

- Stabilize the injury but the patient takes -1 forward.
- Heal 1-harm and stabilise for now, but have it re-turn as 2-harm (and become unstable) later.
- Heal 1-harm but the patient takes -1 ongoing until it's fixed properly.

On a miss, the Keeper chooses what damage you did.

☐ **Tools Matter:** With your signature weapon, you get +1 to **kick some ass**.

GEAR

Pick one signature weapon and two practical weapons.

Signature weapons, pick one:

- ☐ Sawn-off shotgun (3-harm hand/close messy loud reload)
- ☐ Hand cannon (3-harm close loud)
- ☐ Fighting knife (2-harm hand quiet)
- ☐ Huge sword or axe (3-harm hand messy heavy)
- ☐ Specialist weapons for destroying your foes (e.g. wooden stake & mallet for vampires, silver dagger for werewolves, etc). 4-harm against those monsters, 1-harm otherwise.
- ☐ Enchanted dagger (2-harm hand magic)
- ☐ Chainsaw (3-harm hand messy unreliable loud heavy)

Practical weapons, pick two:

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

You have protective wear, suited to your look, worth 1-armour.

If you want, you may take a classic car, classic motorcycle, plain pickup, or plain van.

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 Wronged 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 helped you at a critical point in your quest for revenge. Tell them what you needed help with.	
	They stood between you and what you needed to find out. Ask them why.	
	They also lost a friend or relative to these monsters. Ask them who it was.	
	Relations, close or distant. Tell them exactly how you're related.	
	You saved their life, back when they were a pathetic newbie hunter. Ask them what you saved them from.	
	You respect their hard-earned knowledge, and often come to them for advice.	
	They showed you the ropes when you were learning how to fight.	
	They saw you absolutely lose it and go berserk. Tell them what the situation was, and ask them how much collateral damage you caused.	

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. 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

- | | |
|--|---|
| <input type="checkbox"/> Get +1 Tough, max +3 | <input type="checkbox"/> Take another Wronged move |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Gain a haven, like the Expert has, with two options. |
| <input type="checkbox"/> Get +1 Sharp, max +2 | <input type="checkbox"/> Add one more option to your haven |
| <input type="checkbox"/> Get +1 Weird, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Take another Wronged 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"/> You track down the specific monster(s) responsible for your loss – the Keeper must make the next mystery about them. |
| <input type="checkbox"/> Mark two of the basic moves as advanced. | |
| <input type="checkbox"/> Mark another two of the basic moves as advanced. | |

MY LOSS; MY FOES	NOTES (MOVES, HOLDS, ETC)