

## MONSTER OF THE WEEK HUNTER REFERENCE

### HUNTER AGENDA

- Act like you're the hero in this story (because you are).
- Make your own destiny.
- Find the damn monsters and stop them.
- Play your hunter like they're a real person.

### THE BASIC MOVES

#### ACT UNDER PRESSURE (ROLL 2D6+COOL)

On a 10+ you do what you set out to.

On a 7-9 the Keeper gives you a worse outcome, a hard choice, or a price to pay.

On a miss, things go to hell.

#### HELP OUT (ROLL 2D6 +COOL)

On a 10+ you give them +1 on their roll.

On a 7-9 your help grants them +1 on their roll, but you also expose yourself to trouble or danger.

On a failure, you expose yourself to trouble or danger without helping.

#### INVESTIGATE A MYSTERY (ROLL 2D6+SHARP)

On a 10+ hold 2, and on a 7-9 hold 1.

Hold can be spent to ask the Keeper one of the following questions:

- *What happened here?*
- *What sort of creature is it?*
- *What can it do?*
- *What can hurt it?*
- *Where did it go?*
- *What was it going to do?*
- *What is being concealed here?*

On a miss, you reveal some information to the monster or whoever you are talking to.

The Keeper may ask "how do you find that out?" in response to a question. If there's no good answer, choose another question.

#### KICK SOME ASS (ROLL 2D6+TOUGH)

On any success (i.e., 7 on more) you inflict harm on (and suffer harm from) whatever you're fighting.

On a 10+, choose one extra effect:

- Gain the advantage: take +1 forward, or give +1 forward to another hunter.
- Inflict terrible harm (+1 harm)
- Suffer less harm (-1 harm)
- Force them where you want them.

On a miss, you got your ass kicked instead.

#### MANIPULATE SOMEONE (ROLL 2D6+CHARM)

This is used to get people to do what you want. You'll need to give them a reason to do what you ask, such as a claim to authority or promise of a reward.

For a normal person:

- If you get 10+, then they'll do it for the reason you gave them.
- On a 7-9, they'll do it, but only if you do something for them right now to show you mean it.
- On a miss, your approach is completely wrong: you offend or anger the target.

For another hunter:

- On a 10+ then they mark experience and they get +1 forward if they do what you ask.
- On a 7-9, they mark experience if they do what you ask.
- On a miss, it's up to the hunter how they feel. But they mark experience if they do *not* do what you asked.

This move doesn't work on monsters unless you have another move allowing it.

#### PROTECT SOMEONE (ROLL 2D6+TOUGH)

On any success (i.e., 7 on more) you protect them okay, but you'll suffer some or all of the harm they were going to get.

If you got a 10+ choose an extra:

- You suffer little harm (-1 harm).
- All impending danger is now focused on you.
- You inflict harm on the enemy.
- You hold the enemy back.

On a miss, then you make things worse.

#### READ A BAD SITUATION (ROLL 2D6+SHARP)

On a 10+ hold 3, and on a 7-9, hold 1.

One hold can be spent to ask the Keeper one of the following questions:

- *What's my best way in?*
- *What's my best way out?*
- *Are there any dangers we haven't noticed?*
- *What's the biggest threat?*
- *What's most vulnerable to me?*
- *What's the best way to protect the victims?*

If you act on the answers, you get +1 ongoing while the information is relevant.

On a miss, you might mis-read the situation or reveal tactical details to your enemies.

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### USE MAGIC (ROLL 2D6+WEIRD)

If you get a 10+, the magic works without issues: choose your effect.

On a 7-9, it works imperfectly: choose an effect and a glitch. The Keeper will decide what effect the glitch has.

On a miss, you lose control of the magic. This never ends well.

Magic Effects:

- Inflict 1-harm ignore-armour magic obvious.
- Enchant a weapon. It gets +1 harm and +magic.
- Do one thing that's beyond human limitations.
- Bar a place or portal to a specific person or a type of creature.
- Trap a specific person or monster.
- Evict a spirit or curse from the person, object or place it inhabits.
- Summon a monster into the world.
- Communicate with a something you do not share a language with.
- Observe another place or time.
- Heal 1-harm from an injury, or cure a disease, or neutralize a poison.

Glitches:

- The effect is weakened.
- The effect is of short duration.
- You take 1-harm ignore-armour.
- It draws immediate, unwelcome attention.
- It has a problematic side effect.

By default the magic has one of the effects listed below, lasts for around thirty minutes, and does not expose you to danger, unwanted attention, or side-effects. If there's a glitch that might change.

The Keeper may say casting the spell needs one or more of the following:

- The spell requires weird materials.
- The spell will take 10 seconds, 30 seconds, or 1 minute to cast.
- The spell needs ritual chanting and gestures.
- The spell requires you to draw arcane symbols.
- You need one or two people to help.
- You need to refer to a tome of magic.

If you want magic that goes beyond these effects, it counts as **big magic**.

### BIG MAGIC

Say what magical effect you 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 of people (2, 3, 7, 13, or more) to help.
- 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.

### LUCK

Marking off a Luck allows you to:

- Decrease a wound you just suffered to 0 harm.
- After you roll the dice, retroactively change the result to a 12.

### HARM

When you take harm, the Keeper will tell you what happened and how many points of harm it was. Mark off that number of boxes on your harm track. There might be an additional effect: the Keeper will tell you if there is.

Injury severity depends on how much harm you have suffered:

- 0-harm wounds have only minor, short term effects.
- 1-3 harm wounds are moderately dangerous.
- 4-7 harm wounds are serious and unstable. They will get worse unless treated. Mark the “Unstable” box.
- 8-harm or more will kill a normal human, including a hunter.
- Note that armour reduces the harm suffered by the number of points it is rated for.