



# THE BIG GAME HUNTER

*You have been to exotic locals on every continent on the globe, spoken with tribesmen from cultures thought long extinct, seen things no man was meant to see, and yet you crave more. No mere animal could pose challenge to you now. Now you hunt the most elusive and dangerous of prey... monsters!*

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*A Monster of the Week hunter playbook by Reid San Filippo.*

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

### LOOK, PICK ONE FROM EACH LIST:

- Man, woman.
- Camouflage gear, exotic outfit, safari wear, fine clothes, casual wear, outlandish outfit.
- Pith helmet, forage cap, stetson, beret, fedora, bowler, fez, baseball cap, tam, top hat and monocle, bandana.

### RATINGS

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

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

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

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

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

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

### MOTIVATION

You could have done anything you wanted to but you chose to be a professional hunter. Pick one or more of the reasons below as to why:

- |  |  |  |   |
|--|--|--|---|
| <input type="checkbox"/> For the thrill.   | <input type="checkbox"/> You like killing.       | <input type="checkbox"/> You need to prove yourself. | <input type="checkbox"/> To get away from society.      |
| <input type="checkbox"/> To find yourself. | <input type="checkbox"/> To hide from something. | <input type="checkbox"/> It was expected of you.     | <input type="checkbox"/> You are looking for something. |

Now, why did you choose to hunt monster instead of animals? Pick one or more of the reasons below:

- |   |  |
|---|--|
| <input type="checkbox"/> Animals are no longer a challenge.       | <input type="checkbox"/> You met something and it changed your life. |
| <input type="checkbox"/> You found out the supernatural was real. | <input type="checkbox"/> You want a one of a kind trophy.            |
| <input type="checkbox"/> Because a monster ate your _____.        | <input type="checkbox"/> Because of a debt.                          |
| <input type="checkbox"/> They are hunting you.                    | <input type="checkbox"/> You have a death wish.                      |

### INDEPENDENTLY WEALTHY

Through deeds or inheritance, you have become a person of means with an immense amount of funds and influence available to meet your needs. Pick three of the options below as benefits of your status:

- ☐ **Faithful Companion:** Years ago, an honorable tribesman or local saved you life and has traveled with you ever since. You gain an Ally (your choice of motivation) who is talented and loyal to the death.
- ☐ **Entourage:** You never go on a hunt without your faithful servants to carry your gear and take care of other laborious tasks that might distract you from the hunt. You gain a Team: Subordinates (motivation: to follow your exact instructions) with skills appropriate to travel, camping, and domestics. Note that these people are not risk takers and will run from any combat situation.
- ☐ **Vehicle Aficionado:** You have a massive collection of vehicles in your personal collection and the contacts to get one delivered to even the remotest location, given time. Once per mystery you can have any type of civilian class vehicle on hand. Commercial and military class vehicles will require Keeper approval.
- ☐ **Equipment Cache:** You have access to large inventories of mundane gear and rapid delivery service. If you need something special from there, roll +Sharp. On a 10+ you have access to it, and plenty if that matters. On a 7-9 you have access to it, but only the minimum. On a miss, you receive the wrong thing.
- ☐ **Call in a Favor:** You have friends in high places. If you get into trouble with the local authorities you can make a few calls, roll +Cool. On a 10+ you are released and have diplomatic immunity in the area. On a 7-9 you are released but they are keeping an eye on you. On a miss, you are dropped off at the border and told not to come back.
- ☐ **Home Away From Home:** You have numerous luxury hide-aways located all over the globe. Each is private, secure, well stocked, and capable of housing 4-6 people comfortably.
- ☐ **Open Invitation:** You are known in all of the right social circles. If you need to get an audience with someone or access to a restricted location, roll +Sharp. On a 10+ you welcomed with open arms. On a 7-9 you are received with suspicion. On a miss, you are refused.
- ☐ **Old Alma Mater:** Your generous annual donations to your old university have not been forgotten. If ask for a bit of research assistance, gain +1 on an **investigate the mystery** roll. (as long as the relevant information is available to the university)

<b>NAME:</b>	
<b>LOOK:</b>	
<b>RATINGS</b> <i>Whenever you roll a highlighted rating, mark experience.</i>	
<b>CHARM:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <i>Basic moves:</i> Manipulate Someone <i>Highlight:</i> <input type="checkbox"/>
<b>COOL:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <i>Basic moves:</i> Act Under Pressure, Help Out <i>Highlight:</i> <input type="checkbox"/>
<b>SHARP:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <i>Basic moves:</i> Investigate, Read a Bad Situation <i>Highlight:</i> <input type="checkbox"/>
<b>TOUGH:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <i>Basic moves:</i> Kick Some Ass, Protect Someone <i>Highlight:</i> <input type="checkbox"/>
<b>WEIRD:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <i>Basic moves:</i> Use Magic <i>Highlight:</i> <input type="checkbox"/>

## MOVES

You get all the basic moves and you get this one:

■ **Experienced Huntsman:** You are an expert at figuring out your prey's strengths and weakness by only the faintest of clues. After finding physical evidence of the monster or hearing a detailed eyewitness account of it, roll +Sharp.

On a 10+, ask two questions, On a 7-9, ask one question.

- What is the monster's main method of attack?
- What does the monster feed on?
- What environment would the monster prefer to den in?
- Is there anything the monster seems to be avoiding?
- What is one of the monster's special powers?
- Is the monster nesting/caring for young?

Then pick one of these:

☐ **Killer's Wisdom:** You have learned how to study your prey very well. After taking three rounds to observe a monster, roll +Sharp.

On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to:

- Give yourself or another hunter +1 ongoing vs. the monster until the end of this encounter.
- you do +2 harm.
- tell another hunter where to hit it, they get +1 harm

☐ **Well Traveled:** You have dealt with hundreds of different languages and cultures in your travels. You can communicate with anyone, regardless of the language or culture barriers, assuming you keep the conversation simple and to the point. This allows you to make **manipulate someone** and **investigate a mystery** moves against bystanders that do not share a common language with you.

## GEAR

Pick one Big Game weapon and two backup weapons. If you want, you may take a land rover or other high quality off-road vehicle, loaded with high quality camping gear.

Big Game weapons, pick one:

- ☐ High tech bow/crossbow (2-harm close slow quiet)
- ☐ High power rifle (3-harm AP far loud)
- ☐ Net launcher (0-harm close area heavy slow entangle)
- ☐ Elephant gun (4-harm far slow loud unreliable)
- ☐ Hypo-dart rifle (1-harm far quiet slow drugged)

☐ **Thrilling Tale:** By regaling your fellow hunters with a exciting account of one of your previous adventures, you can give them insight in to the mystery at hand. When you **tell a story about a similar situation**, roll +Charm.

On a 10+, every hunter present gains a +1 forward.

On a 7-9, one hunter of your choice gains +1 forward.

On a miss, the Keeper holds 3 that can be spent to give anyone who heard the story -1 forward on any investigate or kick ass roll.

☐ **Relentless Tracker:** Once you have faced your prey, you rarely lose track of it. Once you have confronted the monster you always have a general idea where it is or where it is going, as long as you pursue it without resting.

☐ **Exotic Magic:** Your travels have led you to strange, remote places and you have been exposed to ancient magical lore that most experts believe to be lost. You may replace one or more of the normal requirements set by the Keeper for a **Use Magic** move, 1-for-1, with exotic requirements.

Sample Exotic Use Magic requirements:

- The spell requires that you must be naked.
- The spell requires the use of natural hallucinogenic drugs.
- The spell requires that you vigorously dance for several minutes.
- The spell requires that you paint symbols on the target's body.
- The spell requires the consumption of a beating animal heart or other freshly harvested organ.
- The spell requires human blood or ritual cutting, yours or another persons (+1harm).

Backup weapons, pick two:

- ☐ .38 revolver (2-harm close reload loud)
- ☐ Shotgun (3-harm close messy)
- ☐ Hunting rifle (2-harm far loud)
- ☐ 9mm (2-harm close loud)
- ☐ Survival knife (1-harm hand useful)
- ☐ Spear (2-harm hand/close)
- ☐ Machete (2-harm hand messy)
- ☐ Bola (0-harm close slow entangle many)

## 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 Hunter 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 are distance relations. Ask them exactly how you're related and if they care.	
	You have competed for the same prey. Ask them what you were both hunting.	
	Romantically involved, or you just have a crush on them. Ask them which they prefer.	
	You know them more by reputation than personal experience. Tell them what you've heard .	
	You guided them to a remote location. Ask them where they needed to go.	
	You considered hunting them once. (maybe due to their monstrous nature or something like that).	
	You met them while on a hunt and they ended up getting in your way. Ask them what happened.	
	Went on safari together. Work out together where it was and what you were hunting.	

## 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 below.

## IMPROVEMENTS:

- |   |  |
|---|--|
| <input type="checkbox"/> Get +1 Sharp, max +3     | <input type="checkbox"/> Take another Hunter move                            |
| <input type="checkbox"/> Get +1 Cool, max +2      | <input type="checkbox"/> Gain another benefit of being Independently Wealthy |
| <input type="checkbox"/> Get +1 Charm, max +2     | <input type="checkbox"/> Gain another benefit of being Independently Wealthy |
| <input type="checkbox"/> Get +1 Weird, max +2     | <input type="checkbox"/> Take a move from another playbook                   |
| <input type="checkbox"/> Take another Hunter 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.             |   |

## NOTES (MOVES, HOLDS, ETC)

## MONSTER OF THE WEEK

An action/horror roleplaying game about monster hunters in the modern world.

By Michael Sands.

Find it on the web at <http://genericgames.co.nz>; or on Twitter: [@MotW\\_rpg](https://twitter.com/MotW_rpg).

