



THE MAD SCIENTIST

Why, yes, I do consider myself to be an expert on the subject of monsters... having created a few of my own. Oh no, don't worry. I gave up such things and have dedicated my life to eradicating monsters now.

Hmm... yes... eradicating them... most certainly...

A Monster of the Week Mad Scientist playbook by Reid (Reidzilla) San Filippo.

To make your Mad Scientist, 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, boy, girl.
- normal clothes, lab coat, tweed jacket, shabby clothes, high class suit, street wear, hazmat suit.
- large goggles, electric bow-tie, crazy hair, distinctive scar, industrial rubber gloves, spooky eyes, prosthetic / robotic limb, super-sized tool belt.

RATINGS

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

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

AREA OF STUDY

While you displayed a great aptitude for the unnatural sciences, you excelled at one in particular. When dealing with a roll involving your specialty, gain +1 ongoing. Exact definitions of each are to be defined by the group. Pick an Area of Study:

- | | | | |
|---|---|--|--|
| <input type="checkbox"/> Necromantic animation | <input type="checkbox"/> Bio-genetic engineering | <input type="checkbox"/> Cybernetic augmentation | <input type="checkbox"/> Demonic channeling |
| <input type="checkbox"/> Alchemical recombination | <input type="checkbox"/> Hypno-kinetic manipulation | <input type="checkbox"/> Fringe physics | <input type="checkbox"/> Philosophical engineering |

MOVES

You get all the basic moves, and three Mad Scientist moves.

☐ **Creature Psychology:** You have a special understanding of minions and how they think. You can attempt to use the **Manipulate Someone** move on minions, regardless of whether they would normally respond to (or even understand) human speech. When you do, roll +Weird instead of +Charm.

☐ **Weird Science!:** You have mastered the arts of combining theoretical science and magic. When making a **Use Magic** move, you may replace one or more of the normal spell requirements set by the Keeper with Weird Science! requirements.

Sample Weird Science! Use Magic requirements:

- The spell requires a several parts of a freshly deceased corpse.
- The spell requires a mishmash of electrical / mechanical components.
- The spell requires large amounts of electrical energy.
- The spell requires the target to imbibe an alchemical concoction.
- The spell requires the target to be temporarily possessed.

☐ **Laboratory:** You have a lair... err... lab that is quite adequate for working in private. Pick three of the options below for your lab:

- **Personal Minions.** The lab is manned by some of your former creations. They cook, clean, repair things, monitor experiments, and generally make themselves useful. As long as the other hunters do not try to kill them, they help them as well. Unfortunately, for esoteric reasons, they can never

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"/>

leave without exception circumstances (Keeper choice).

- **Surgical Room.** While it is not your forte, you can use this equipment to heal people, and have the space for one or two to recuperate. The Keeper will tell you how long any patient's recovery is likely to take, and if you need extra supplies or help.
- **Examination Room.** You use this room to find out more about creatures by taking them apart. Should you spend some quality time with a minion or a piece of the monster you are currently hunting, take +1 forward to **investigate the mystery**.
- **Holding Cell.** You have very secure room designed to contain things man was not meant to know about. It includes many types of monitoring equipment, robot self-cleaning, and an automated feeding system.
- **Off the Grid.** Do to the covert nature of your research, your lab is completely hidden and untraceable. Even the other hunters cannot find it unless you lead them in. Also, all communication made from within the lab are untraceable as well.
- **Fabrication Workshop.** Since most of your equipment is a bit unorthodox and probably illegal, you make most of your own gear. If you **need a special item**, roll +Weird. On a 10+ you can make it (and plenty of it if that matters). On a 7-9 you can make it, but only barely. On a miss, you've got the crafted wrong thing.
- **Ritual Workshop.** You have a special lab with all kinds of weird ingredients and tools useful for casting spells (like the **use magic** move, big magic, and any other magical moves).
- **Defense System.** Your lab is safe from intrusion – the security system is designed to repel unwanted guests with maximum force. Invaders might be able to do something special to evade the defense system, but not easily.

- **Smart House.** Your entire lab is controlled by a sentient A.I. system that is very loyal and protective of you. While it has very little ability to effect the world outside, it does everything it can to make you very comfortable at home. Also, When you do an internet search, take +1 forward to **investigate the mystery** (as long as info would be available online)..

☐ **You Look Familiar...:** Once per hunt, you may ask the Keeper whether you recognize a bit of your old handiwork or something you ran across in your studies. The Keeper can choose to prompt this anytime and as many times as they wish. When you run across something familiar, roll +Sharp:

On a 10+, you can ask two of the questions below.

On a 7-9, you can ask one of the questions below.

On a miss, the Keeper holds 2 against you to be used against future rolls.

Questions:

What is one of this monster's weaknesses?

Do I know who might have created a beast like this?

What is the monster's most deadly ability?

Would this monster be capable of planning this on its own?

What is the monster most likely to do next?

☐ **I Can Make You Stronger...:** You can use the principles of twisted science to permanently empower one of your fellow hunters... for a price. The hunter must sacrifice a Luck point and will be a little less than human from now on. A hunter can only go through with this once, safely. To perform the operation, roll +Weird:

On a 10+, Success! The hunter can pick two options from below.

On a 7-9, Success! The hunter can pick one option from below.

On a miss, Disaster! The hunter is scarred for life and still loses the Luck.

Possible Twisted Enhancements:

FORMER FIEND

You have a dark villainous past that comes back you haunt you. Whenever you spend a point of Luck or the Keeper brings them into a mystery, someone or something comes out of the woodwork and you have to deal with it. When this happens pick one from the list below. When you have dealt with it completely, mark experience.

- | | | |
|--|---|--|
| <input type="checkbox"/> The relative of someone you killed is coming for revenge. | <input type="checkbox"/> A bystander identifies you as a fiend and turns against the group. | <input type="checkbox"/> helping them with an "experiment". |
| <input type="checkbox"/> The hunters find evidence connecting you to the current monster. | <input type="checkbox"/> The local authorities have a warrant out for your arrest. | <input type="checkbox"/> Past exposure to vile substances has left you with a lingering illness. |
| <input type="checkbox"/> The current monster publicly identifies you as its creator. | <input type="checkbox"/> Another monster appears. One that you recognize all too well... | <input type="checkbox"/> One of the bystanders wants you to help them shed their humanity. |
| <input type="checkbox"/> You suffer a bout of madness that lasts until the end of the mystery. | <input type="checkbox"/> Someone tries to blackmail you into | |

GEAR

Pick one Weird Science weapon and one backup weapons.

Weird Science weapons (pick one):

- ☐ atomic chainsaw (4-harm hand heavy messy unreliable)
- ☐ power claw (3-harm hand ap heavy useful unreliable)
- ☐ electroblaster (3-harm close messy unreliable)
- ☐ sonic rifle (3-harm far messy loud reload unreliable)
- ☐ goo gun (3-harm far messy area fire reload unreliable)

Backup weapons (pick one):

- ☐ 38 revolver (2-harm close reload loud)
- ☐ 9mm (2-harm close loud)
- ☐ bone saw (2-harm hand messy)
- ☐ scalpel (1-harm intimate balanced)
- ☐ syringe (0-harm intimate drugged)

Gain a permanent +1 ongoing to one Basic Move of choice.

Gain a permanent 1-armor value to your body (does not stack with armor).

Gain a natural attack from the Monstrous playbook.

If a hunter goes through this process a second time, the hunter must change playbooks to the Monstrous (or another monster-type, e.g. Summoned if you are using it).

☐ **I Was A Bad, Bad Man:** You get +2 to a **Manipulate Someone** move on bystanders if you use fear and intimidation.

☐ **Trust me, I'm a Doctor:** You can use you knowledge of "medicine" and "anatomy" to heal people. **when you do first aid,** Roll +Weird. First aid can only be used once per injury.

On a 10+ the patient is stabilized and healed of 2 harm.

On a 7-9 choose one: heal 1 harm; stabilize the injury.

On a miss, something unexpected occurs. The subject will gain a weird side effect of the Keeper's choice .

☐ **Destructive Genius:** Given a bit of time you can turn house hold accessible items into a temporary but hideous weapon. When you try this, roll +Weird:

On a 10+, (2-harm magic close loud one-use) and you can pick two from the list below.

On a 7-9, (1-harm magic close loud one-use) and you can pick one from the list below.

On a miss, you suffer 1 harm as it blows up in your face.

Hideous Effects:

- May be used up to three times... hopefully.
- add +1 harm area.
- add +2 harm messy heavy.
- add fire and ap.
- add +4 harm messy heavy and it blows up for 2 harm area.
- add healing and messy.

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 Mad Scientist 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 Mad Scientists:

Mad Scientist	History	Notes
	...hunted you when you were "evil". Tell them how you feel about them.	
	...is an old "patient" of yours. Tell them what you did to them.	
	...is the person who helped rehabilitate you to "good". Ask them why they did not kill you.	
	...is related to you somehow. Ask them why they never turned you in.	
	...would make a wonderful test subject. Tell them why, in detail.	
	...was your arch nemesis and is now your friend. Tell them why you never killed them.	
	...has known you since their childhood. Tell them why you could never hurt them.	
	...is suffering from dark temptations. Ask them how they think you can help 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. 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 Weird, max +3 | <input type="checkbox"/> Gain an Ally (one of your old minions, returned or recently decanted) |
| <input type="checkbox"/> Get +1 Cool, max +2 | <input type="checkbox"/> Pick another option for your lab, including any from the Expert's Haven list. |
| <input type="checkbox"/> Get +1 Sharp, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Tough, max +2 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Take another Mad Scientist move | |
| <input type="checkbox"/> Take another Mad Scientist move | |

After you have leveled up *five* times, you qualify for advanced improvements in addition to these, from the list below.

ADVANCED

- | | |
|--|---|
| <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 Mad Scientist to a new type. | <input type="checkbox"/> Retire this Mad Scientist to safety. |
| <input type="checkbox"/> Make up a second Mad Scientist 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. | |

IMPROVEMENTS

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).

