

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.

- CHARM** • Manipulate Someone
- COOL** • Act Under Pressure
• Help Out
- SHARP** • Investigate a Mystery
• Read a Bad Situation
- TOUGH** • Kick Some Ass
• Protect Someone
- WEIRD** • Use Magic

LUCK

Mark luck to change a roll to 12 *or* avoid all harm from an injury.

Okay Doomed

Summoned special: Whenever you spend a Luck point, another Sign of the Apocalypse will come to pass. When you have spent all your Luck, the Apocalypse begins.

HARM

When you reach 4 or more, mark unstable.

Okay Dying

Unstable:

EXPERIENCE

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

MOVES

You get all the basic moves, plus 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 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).

Then pick two of these:

- What Are You Looking At?:** When you talk to a monster capable of reason and speech, it recognises 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 some ass** move or otherwise), roll +harm inflicted. 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

- Absolute Badass:** Increase your Tough by +1 (to a maximum of +3).
- Screw You:** Spend a point of Luck to get +1 ongoing vs. one particular monster. This lasts until that monster is dead.
- Whatever:** Spend one Luck to get +1 Tough for the remainder of the current mystery (maximum +4 Tough).
- Why So Serious:** If you cap off a move with an appropriate one-liner, the team gets +1 forward (so the next hunter who makes a roll gets +1).

GEAR

Huge weapons, pick one:

- Super hand cannon (4-harm close heavy loud reload)
- Machinegun (3-harm close area 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 area heavy loud reload)
- Red right hand (3-harm hand magic)

Heavy weapons, pick two:

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



GETTING STARTED

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

Pronouns: _____

LOOK, PICK ONE FROM EACH LIST:

- Alien, uncanny, monstrous, artificial, unholy, _____.
- Demonic body, elemental body, reptilian body, glassy body, almost-human body, _____ body.
- Working clothes, motorcycle leathers, huge coat, no clothes, normal clothes, _____ clothes.

HOBBY

You try to fit in with humans. Pick some of these: Cigars, pets, sports, junk food, hat, films, comics, luxury food, antiques, tv shows, classic cars, _____.

RATINGS, PICK ONE LINE:

- 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 not know about it yet, but you have come across hints of your destiny. Pick a sign of the Apocalypse (with help from the group) that has already been revealed to you.

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

SIGNS & LUCK

Whenever you use Luck, you'll trigger another sign of the Apocalypse. You choose what it is, but the Keeper brings the sign into the game.

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.

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:

- This hunter was there when you were summoned. Ask them who the summoners were.
- This hunter 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.
- This hunter fascinates you, romantically. Ask them if they know about it, and if they reciprocate it.
- This hunter is tied into your destiny somehow. Tell them how they fit into your first sign of the Apocalypse.
- This hunter saved your ass when the shit went down. Ask them how.
- You met this hunter while separately hunting a monster. Ask them why you now work together.
- This hunter is your good friend. Tell them if it's from way back, or recently.
- You are suspicious about this hunter's motives. Ask them what they did that gave you doubts about them.

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- Get +1 Weird, max +3
- Get +1 Charm, max +2
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Take another Summoned move
- Take another Summoned move
- Gain an ally team of monster hunters (or monstrous hunters) under your command
- Get a position in a Sect, like the Initiate has. Create your Sect as if you were making an Initiate character, or join a Sect that already exists in your game. You gain the Initiate move for **when you are in good standing with your Sect**
- Take a move from another playbook
- 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

- Get +1 to any rating, max +3
- Change this hunter to a new type
- Create a second hunter to play as well as this one
- Mark two of the basic moves as advanced
- Mark another two of the basic moves as advanced
- Retire this hunter to safety
- Get back one used Luck point
- You turn evil (again?): retire this hunter. They become one of the Keeper's threats
- Undo one sign of the Apocalypse

The Summoned was created by Steve Hickey