

HUNTER PLAYBOOKS

Hunter playbooks have been given indicative ratings (from 1 to 3) in:

 **ACTION:** How effective they are with stunts and fighting.

 **MYSTERY:** How effective they are at research, talking to people, and generally figuring stuff out.

 **ODD:** How much they get weird powers and strange stuff going on with them.

 **STORY:** How much the inclusion of this playbook will influence the whole game.

 **TEAM:** How much you help the team as a whole succeed.

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MONSTER OF THE WEEK

CHOSEN

You are the chosen one. You have the potential to stop the end of the world, but you aren't ready for it yet.

   **ACTION**    **STORY**
 **MYSTERY**  **TEAM**
  **ODD**

CROOKED

You have an occult criminal past, but now you hunt monsters. Brings old friends and enemies into the story.

   **ACTION**    **STORY**
   **MYSTERY**   **TEAM**
  **ODD**

DIVINE

You are, or have been imbued with, a godly power. This causes many problems, but you are formidable.

   **ACTION**    **STORY**
 **MYSTERY**   **TEAM**
   **ODD**

EXPERT

You have studied monsters and the occult all your life. Now you are more of a mentor and supporter to the team than a front-line monster hunter.

   **ACTION**  **STORY**
   **MYSTERY**    **TEAM**
  **ODD**

FLAKE

You believe and research the strangest side of the paranormal, and rely on intuition more than facts.

  **ACTION**  **STORY**
   **MYSTERY**  **TEAM**
  **ODD**

INITIATE

You are part of an ancient monster-hunting secret society. Wide range of abilities.

  **ACTION**    **STORY**
   **MYSTERY**   **TEAM**
 **ODD**

MONSTROUS

You are a monster—or half-monster—on the side of good. Wide variety of abilities depending on building your monstrous breed.

   **ACTION**  **STORY**
 **MYSTERY**  **TEAM**
   **ODD**

MUNDANE

You are the regular person without any powers. Good at supporting the rest of the team (often by getting into trouble).

  **ACTION**  **STORY**
   **MYSTERY**    **TEAM**
 **ODD**

PROFESSIONAL

You work for an official monster-hunting agency. Good at directing and supporting the team.

  **ACTION**   **STORY**
   **MYSTERY**    **TEAM**
 **ODD**

SNOOP

You are a journalist who investigates the supernatural. All about finding the facts.

 **ACTION**   **STORY**
   **MYSTERY**   **TEAM**
 **ODD**

(Note: new in hardcover edition, also available from Generic Games or Evil Hat websites)

SPELL-SLINGER

You are a wizard, trained and with a paid up membership. Great at casting spells.

   **ACTION**  **STORY**
  **MYSTERY**  **TEAM**
   **ODD**

SPOOKTACULAR

You were part of the crew in a mystical carnival. You're good socially and have access to useful magical skills.

 **ACTION**   **STORY**
  **MYSTERY**   **TEAM**
   **ODD**

(Note: new in hardcover edition, also available from Generic Games or Evil Hat websites)

SPOOKY

You have strange, dark mystical powers that tempt you to do bad things. Great at weird dark magic and angst.

  **ACTION**   **STORY**
   **MYSTERY**  **TEAM**
   **ODD**

WRONGED

You lost everything important to monsters and seek revenge by killing them all. All about desperate action.

   **ACTION**    **STORY**
  **MYSTERY**   **TEAM**
 **ODD**

TOME OF MYSTERIES

GUMSHOE

You are a detective or private eye with a connection to the supernatural, and a code. Great at solving mysteries.

  **ACTION**   **STORY**
   **MYSTERY**  **TEAM**
 **ODD**

HEX

A trained witch who can codify her spells so they are more predictable. Excellent at magic.

  **ACTION**  **STORY**
 **MYSTERY**  **TEAM**
   **ODD**

PARAROMANTIC

You have a deep emotional bond with a monster. The relationship gives you insights into the mystical.

 **ACTION**    **STORY**
   **MYSTERY**  **TEAM**
   **ODD**

SEARCHER

You had an encounter with the unknown that left you on a quest for answers.

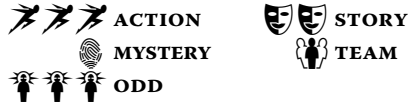
  **ACTION**   **STORY**
   **MYSTERY**  **TEAM**
   **ODD**

OTHER APPROVED PLAYBOOKS

Check the Generic Games website for links to and/or downloads of these playbooks.

CONSTRUCTED

You are an artificial, made person. Powerful but troubled.



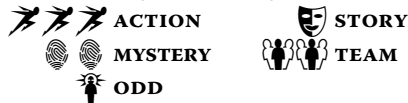
EXILE

You were transported from the past in pursuit of a monster, and must learn to live in the modern world.



HARD CASE

You are as tough as nails fighter.



MEDDLING KID

Jinkies! Time to figure out if it really is old man Smithers under that mask!



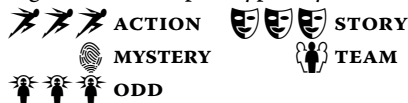
SIDEKICK

You are the star-struck sidekick of one of the other hunters, striving to be like them.



SUMMONED

You were summoned to end the world, but you don't want to do that any more. You might start the apocalypse by accident.



QUICK IDEAS

I want action! Look at: Chosen, Divine, Expert, Spell-slinger, Wronged, Constructed, Exile, Hard Case, Summoned.

I want mystery-solving! Look at: Crooked, Expert, Flake, Mundane, Pararomantic, Professional, Snoop, Spooky, Gumshoe, Searcher, Meddling Kid.

I want weird powers and magic! Look at: Divine, Monstrous, Spell-slinger, Spooktacular, Spooky, Hex, Pararomantic, Constructed, Curse-eater, Exile, Summoned.

I want to be the centre of the story! Look at: Chosen, Divine, Initiate, Wronged, Pararomantic, Curse Eater, Exile, Meddling Kid, Summoned.

I want to support the team! Look at: Expert, Initiate, Mundane, Professional, Sidekick.

TEAM PLAYBOOKS

These are rated from 1-3 by:

ODD: How far they take you from the game's "default" assumptions.

STORY: How much they direct the whole game to be about the team's background.

CODEx OF WORLDS

AGENTS IN BLACK

The team works for the agency that defends Earth from aliens and weird science.



ALWAYS ON THE ROAD

The team travels from one monster lead to the next, each mystery a new place.



THE CHOSEN ONE & ENTOURAGE

The team comprises a Chosen and their friends and supporters.



GUARDIANS OF THE BORDERLAND

The team look after an area where the borders between worlds are thin.



I.M.P.S.

The team is an elite international monster hunting squad. Lots of support and gear, mysteries can be anywhere in the world.



INTERDIMENSIONAL CRISIS TEAM

The team is a multiversal troubleshooting squad, dealing with monsters from many worlds and timelines.



THE LAST SURVIVORS

The team survived a terrible, apocalyptic event and just managed to stop it. Now they try to prevent the next one.



LEAGUE OF DOUBLE LIVES

The team balances monster hunting against their real identities as important people in their town.



MERCENARIES

The team are freelance monster hunters.



MYSTERY CLUB

The team are cartoon-style monster hunters, more slapstick and jokes than horror.



THE NIGHT SHIFT

The team works the night shift at a place that draws weirdness.



SUBURBAN WATCH GROUP

The team defends their home neighbourhood from the dangers of the occult.



TOURING BAND

The team is a band. Wherever they go, there always seem to be monsters there.



WHISTLEBLOWERS

This team has discovered their organisation is using the supernatural for evil, and have decided to fight back.



WILD HUNT FUGITIVES

Forced to become part of the Wild Hunt of myth, but they escaped. Now the Hunt is after them.



CODEx STRECH GOALS

HUNTER PLAYBOOKS

CURSE-EATER

You can take curses and evil magic into yourself and then use them, although you risk corruption.



TEAM PLAYBOOKS

AN ARMY OF ONE

The team are all different versions of the same person. Clones, alternate timeline variants, quintuplets—the choice is yours!



BACK TO SQUARE ONE

The team were once veteran monster hunters, but have lost all their powers.



DOOMED WORLD EXILES

The team survived an apocalypse in a different world or timeline, and washed up here.



MONSTER REVELATIONS SHOW

The team are journalists investigating the uncanny.



STORIED HUNTER LINEAGE

The team are members of a long surviving monster hunting family, who know many secrets but also draw the attention of powerful enemies.



THRILL SEEKERS

The team hunts monsters for the pure adrenaline excitement of it all.

