

# Monster of the Week intro sheet

When you play this game, most of you will take the role of Hunters, people who have devoted their lives to killing monsters. Your hunters aren't normal people; you're not even normal monster hunters. You are the ones who stand out, larger than life and twice as badass. You can change the world—save it, destroy it, or alter it forever. One way or another, you will make a difference.

Inspired by TV shows like Buffy the Vampire Slayer, The X-Files, and Supernatural, Monster of the Week lets you channel your inner hero and create thrilling, monster-of-the-week adventures that rival your favorite on-screen hunters.

You pick a playbook for your character. This describes what they do well, and what their capabilities are.

## Moves

The game operates on a straightforward "move" system. Whenever your hunter takes action, you roll two six-sided dice to determine the outcome. Moves cover everything from engaging in combat ("Kick Some Ass") to investigating paranormal phenomena ("Investigate a Mystery") and manipulating others ("Manipulate Someone"). Each playbook also has its own set of special moves.



## Experience

You gain experience if your move fails. Accumulating 5 experience means you get to level up by taking an improvement option on your playbook.

## Harm

As hunters face off against gruesome creatures, they're bound to take some harm. Your character has a harm track with 7 boxes. Enemy attacks that make it through whatever armour your character has will tick off boxes on your harm track. Beware - if you accumulate 4 harm or more, your health become unstable (this is probably a bad thing).

## Luck

Hunters are lucky (some more than others). You can spend one of your luck points to either:

- Convert a roll to a 12 (automatic success).
- Avoid all harm (once)



Once you use a luck point, it's gone forever (except for the Mundane, who can recover up to two luck points when levelling up).

Once you use all your luck points, you are doomed (this also is probably a bad thing).

## Ratings

How good a Hunter is at doing stuff. Moves have modifiers based on your ratings.

- Cool: How calm and collected you are. Good for doing something in a tight situation
- Tough: How strong and mean you are. Good for fighting monsters hand to hand
- Charm: How persuasive you are. Good for persuading people
- Sharp: How observant you are. Good when hunting for clues
- Weird: How attuned to the supernatural you are. Useful if you're going to use magic

Ratings range from -1 (not so good) to +3 (phenomenal)

# Playbooks

## The Chosen

- Only you can save the world.
- Example: Buffy Summers (Buffy the Vampire Slayer)



## The Crooked

- You used to be just a criminal, but you've seen some things ...
- Examples: Anna Valmont (The Dresden Files), Peter Bishop (Fringe)



## The Divine

- You have been put on Earth for a purpose. Will you avert the Apocalypse? Or start it?
- Examples: Castiel (Supernatural), Michael Carpenter (The Dresden Files)



## The Expert

- You've spent your life studying monsters
- Examples: Bobby Singer (Supernatural), Rupert Giles (Buffy the Vampire Slayer)

## The Flake

- It all ties together. All of it!
- Example: Fox Mulder (The X-Files)

## The Initiate

- Your ancient order defends the world from the monsters.
- Examples: The Wardens (The Dresden Files)



## The Monstrous

- You tell yourself "I'm not like the monsters we hunt". Sometimes you even believe it
- Example: Angel (Buffy the Vampire Slayer)

## The Mundane

- You don't have powers, but you do what you can
- Examples: Xander or Cordelia (Buffy the Vampire Slayer)



## The Professional

- You're from the Agency. Here to help.
- Example: Olivia Dunham (Fringe)



## The Spell-Slinger

- You fight fire with FIRE MAGIC!
- Example: Harry Dresden (The Dresden Files)



## The Spooky

- You can do weird stuff. But there's a price to be paid ...
- Example: Sam Winchester (Supernatural)



## The Wronged

- They took your loved ones, and you couldn't stop them. Now you're ready to fight back.
- Example: Dean Winchester (Supernatural)