

THE GUMSHOE

- 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

Gumshoe Special: When you use a point of Luck your next regular case will actually be a mystery for your hunter group, not a regular case at all (and the monster will focus its attention on you!)

HARM

When you reach 4 or more, mark unstable.

Okay Dying

Unstable:

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience:

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

GUMSHOE CODE

With the agreement of the Keeper, pick a one-sentence Code that your Gumshoe adheres to.

Example Codes: *Murders must be punished. Monsters must be destroyed. Innocents must be saved. Laws must be enforced. Evil must be exposed. The weak must be protected from the powerful.*

This Code defines your Gumshoe. Any time you violate your code you forfeit all Code related moves (**The Postman Always Rings Twice**, **The Long Goodbye**) and the ability to spend Luck points. These forfeits last either until the next mystery or you make amends. As long as you follow the Code people will sense your sincerity: you receive +1 ongoing for **manipulate someone** and you may not be possessed or charmed by any sort of supernatural, alien, or demonic entity or item.

MOVES

You get three Gumshoe moves. You get these two:

■ **Occult Confidential:** The first time in each mystery that you observe a monster, minion, or phenomenon in action, you may ask one question from the **investigate a mystery** list.

■ **The Naked City:** You have lots of personal contacts wherever you go. Pick four contact types from the following areas (or from other areas agreed to between you and the Keeper):

Academics, Accountants, Artists, Bartenders, Clergy, Conspiracy Theorists, Construction, Courts, Criminals (organised), Criminals (street), Cultists, Engineers, Espionage, Film and TV, Forensic Scientists, Fringe Scientists, Hackers, Journalists, Lawyers, Mechanics, Media, Medical Practitioners, Military, Morgue, Occult, Police (local), Police (national), Politicians, Prisons, Private Security, Property Developers, Stage Magicians, Technologists, Transportation

You can hit them up for info (+1 to one **investigate a mystery** roll) or small favours—but there may be a small cost involved. Personal contacts can provide more significant help but the Keeper decides their price on a case-by-case basis.

Then pick one of these:

- The Postman Always Rings Twice:** Twice per mystery—as long as you follow your Code—you may reroll a roll.
- The Long Goodbye:** You can't die with an open case. Specifically, you suffer all harm as normal but your death is postponed until you have either completed or abandoned the case, or you break your Code (then all bets are off).
- Jessica Jones Entry:** When you double-talk your way into a secure location, roll +Charm. On a 10+ pick three, on a 7-9 pick two, on a fail pick one:
 - You don't leave any trace of what you searched.
 - You find what you wanted.
 - You find something else that's important.
 - You don't piss anyone off.
 - You aren't recognised.
- Out of the Past:** You have a police buddy who will do you big favors. Get in touch with them when you need to redirect law enforcement attention, get a heads-up on what operations are planned, or access police files. You now owe them: expect them to collect on it soon.
- Asphalt Jungle:** You heal faster than normal people. Any time your harm gets healed, heal an extra point. You are immune to all the harm move effects under '0-harm' and '1-harm' (when the Keeper would apply these, you ignore it).
- Hacker with a Dragon Tattoo:** When you hack into a computer system, roll +Sharp. On 10+ pick two, on a 7-9 pick one. You:
 - ... leave no traces.
 - ... learn something important.
 - ... can leave misinformation in place.
 - ... gain access to somewhere you want to get in to.
- "Just one more thing":** When you ask a suspect leading questions, roll +Charm. On a 10+ hold 2, on a 7-9 hold 1, on a miss hold 1 but something bad is going to happen too.

Spend your hold to ask questions from this list:

 - One question from the **investigate a mystery** list.
 - Was that a lie?
 - What is something you left out that you didn't want me to notice?
 - Are you complicit with any ongoing criminal activity?
 - Did you commit this specific crime?

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Angelic face, unshaven face, handsomely devilish face, world-weary face, sly face, streetwise face, quiet face, knowing face, watchful face, merry face, obvious ex-cop face, hunted face, _____ face.
- Nondescript clothes, tailored clothes and sunglasses, vintage clothes, fashion clothes, fedora and trench coat, California casual, biker clothes, Pacific island casual, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

You get a laptop, a liquor flask, two recording devices, and one P.I. weapon.

Recording devices (pick two):

- Night vision camera
- Tiny digital video camera
- Film camera (8mm or 16mm)
- Digital sound recorder
- Cassette tape recorder
- Remote-controlled camera drone
- Laser microphone
- SLR camera

P.I. Weapons (pick one):

- Brass knuckles (1-harm hand small)
- .38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- Magnum (3-harm close reload loud)
- Shotgun (3-harm close messy loud)
- Switchblade (1-harm hand small)

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 Gumshoe by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. On your turn, pick one for each of the other hunters:

- You are on the same (or rival) bowling teams. Ask them what bowling-related disagreement rubbed them the wrong way.
- You caught them committing a crime but let them go. Ask them to describe the crime, then you explain why your Code required you to look the other way.
- They remind you of a former partner who was mysteriously murdered. Describe the unsolved case that killed your partner and how you hope to solve it.
- You first approached them for help on a case. Describe the case. Ask them to describe the key expertise they provided that solved that mystery.
- You were friends back in training, before you became a private investigator. This could be military, law enforcement, or whatever—decide the details between you.
- Ask them if they live by a code and what it is. If you approve of the code, you've always respected them. If not (or if they don't have a code), you've never trusted them.
- They hired you for a job but you were too drunk or high to take it. Ask them what they wanted, then tell them how you brushed them off.
- You first met on an unsolved crimes website. Decide together what infamous crime fascinates you both.

"You won't understand this... When I take a case, I'm supposed to do something about it. You're supposed to do something about it whether you like it or not. You've got to pay for what you've done, sweetheart, whatever it is I might feel about you. Yes, I'll have some bad nights, but I'll still have myself."

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 Charm, max +3
- Get +1 Cool, max +2
- Get +1 Sharp, max +3
- Get +1 Tough, max +2
- Take another Gumshoe move.
- Take another Gumshoe move.
- Add another harm box to your track, before Dying.
- Get a haven (your office, perhaps), like the Expert has, with two options.
- Add four additional or new contacts for your **Naked City** move.

After you have leveled up five times, you qualify for advanced improvements in addition to these. They're below.

ADVANCED IMPROVEMENTS

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Make up 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.
- Turn one of your contacts into an ally.
- Retire this hunter to safety.
- Erase one used Luck mark from your playbook.



THE HEX

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

Hex Special: When you spend Luck, until the end of the mystery, backlash on your spells will be extra nasty.

HARM

When you reach 4 or more, mark unstable.

Okay | Dying

Unstable:

(Unstable injuries will worsen as time passes)

EXPERIENCE

Experience:

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

"I didn't have magic fall into my lap. I'm not blessed, I'm not one of the scary children—I'm just a girl who found a way to give herself the strength to fight this war. I don't have the option of not taking this risk."

ROTES

Whenever you **use magic**, you can decide afterwards that a particular spell is a **rote** that you know. See the separate Rotes sheet for more details.

TEMPTATION

You have a dangerous drive that you pursue, sometimes to the exclusion of your own safety. Decide if your Temptation drove you to learn magic, or if learning magic drove you to it.

Whenever you give in to your Temptation and act accordingly, you mark experience. You need to **act under pressure** to resist giving in to your temptation, if a perfect opportunity presents itself; if you fail this roll, you don't mark experience like you would have if you'd willingly acted out your desires.

Choose one Temptation:

- Vengeance:** Use magic to inflict disproportionate retribution on someone who wronged you.
- Power:** Use magic to exert your dominance over another.
- Addiction:** Use magic to do what you could do without it.
- Callousness:** Use magic without regard for the safety of others.
- Carnage:** Use magic to inflict gruesome violence.
- Secrets:** Use magic to discover forbidden, dangerous knowledge.
- Glory:** Use magic to steal someone's thunder.

MOVES

You have three Hex moves. You have this one:

- Bad Luck Charm:** Whenever you **use magic** and miss, the backlash never affects you directly if there's someone else around to hit. It'll go for allies, other hunters, and innocent bystanders. Sometimes, every so often, it might even hit an enemy.

Plus pick two of these:

- Burn Everything:** When you **use magic** to inflict harm, you can choose to inflict 3-harm area magic obvious or 3-harm ignore-armour magic obvious.
- Cast the Bones:** Once per mystery, you may perform some kind of divination (tarot, casting the runes, reading entrails, or something like that) to glean information about the future. When you seek guidance by divination, roll +Sharp. On a 10+, hold 2. On a 7-9, hold 1. On a miss, you get some information, but it's not what you want to hear. Spend those holds to ask any question from the **investigate a mystery** move, or one of the following questions:
 - What can I gain from this person/place/thing/creature?
 - Who has touched this person/place/thing/creature before me?The Keeper will answer truthfully, with either a direct answer or how to find out more.
- Force of Will:** When you apply your will to dispelling a magical effect, blocking a spell, or suspending a Phenomenon, roll +Weird. On a hit, momentary magics are cancelled completely, and long-lasting spells and effects are suspended temporarily. On a 10+, you can also spend Luck to instantly snuff out a powerful spell or strange effect. On a 7-9, you take 1-harm as the strain of dismissing magic unravels you.
- Luck of the Damned:** After you **use magic** or cast a rote, take +1 forward on the next roll you make.
- Sympathetic Token:** As long as you carry a personal object belonging to someone, such as a lock of hair, a full set of toenails, or a treasured family heirloom, you get +1 ongoing to **use magic** against them. You can also **use magic** against them at a distance. If you try to **use magic** against them and miss, the token is lost, destroyed, or loses its power.
- This Might Sting:** You can **use magic** to heal 3-harm, but the process is exceptionally painful. On a 7-9 it also leaves a gnarly scar.
- Wise Soul:** Whenever you **use magic**, right before you roll, you can ask the Keeper what exactly would happen on a miss. If you dislike the risk, you can stop at the last second, and let the spell fizzle harmlessly. All of the effort is wasted.

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Sharp eyes, angry eyes, glowing eyes, shifty eyes, serene eyes, featureless eyes, _____ eyes.
- Retro clothes, hippy clothes, trendy clothes, too-formal clothes, ill-fitting clothes, anachronistic clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

You have whatever magical items or amulets you use to perform magic, including whatever you need to cast your rites. You also have two wizardly weapons.

Wizardly weapons, pick two:

- .38 revolver (2-harm close reload loud)
- Shotgun (3-harm close messy loud)
- Athame (2-harm hand magic silver)
- Shillelagh (1-harm hand balanced)
- Crossbow (2-harm close slow)
- Staff (1-harm hand balanced large)

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 Hex 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:

- You once cast a powerful spell or curse on them. Tell them why, and ask them how it ended.
- They fear your power, or what you might do with it. Ask them why.
- You're madly in love with them. Ask them if they can tell.
- They encourage you to indulge your temptation. Ask them why.
- They keep you grounded, and are unfazed by your displays of power.
- You were part of the same cult, sect, or secret society. Decide together what horrible things you did in the name of power.
- You learned through divination that they're important and you should help them. Decide whether you've told them or not.
- They helped you out when a spell went awry. Tell them what the spell was, and ask them how they helped you.

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 Cool, max +2.
- Get +1 Charm, max +2.
- Get +1 Sharp, max +2.
- Take another Rote.
- Take another Rote.
- Take another Rote.
- Take another Hex move, or an additional Rote.
- Take another Hex move, or an additional Rote.
- Take a Haven, like the Expert has, with two options.
- Take a move from another playbook.

After you have leveled up five times, you qualify for advanced improvements in addition to these. They're below.

ADVANCED IMPROVEMENTS

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Make up 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.
- Erase one used Luck mark from your playbook.
- Gain another two Rotes.
- Choose one advanced Hex move (see below).

ADVANCED HEX MOVES

When you take the "Choose one advanced Hex move" improvement, choose one of these moves. You can never have both:

- Apotheosis:** You become a terrifying fount of mystical power. Once per mystery, after you suffer loss or harm, you may enter a state where you have both immense power and zero interest in the well-being of other people. While in this state, you can fly, use +Weird to **kick some ass** instead of +Tough (using innate magic as a 3-harm weapon with whatever properties you choose), ignore the component costs of your rites, ignore one requirement of every spell you cast with **use magic**, and you have +1 ongoing to do everything. On the other hand, you outright cannot use the **protect someone** move, you have all the Temptations, and you have to indulge them whenever a good opportunity presents itself. When you try to resist a temptation, roll +Cool. On a 10+, your apotheosis ends. On a 7-9, it ends with you doing something dangerous or cruel. On a miss, it ends only after you harm someone (or something) you love.
- Synthesis:** You manage to conciliate your dark power with your moral impulses. You lose your Temptation. Whenever you **use magic** to **help out** or **protect someone**, you mark experience. Mark a second experience if you do it at the expense of your own safety.

ROTES (THE HEX)

Whenever you **use magic**, you can decide afterwards that a particular spell is a **rote** that you know. Write down in detail what the spell does, and what it requires. You know how to cast it off the top of your head, and you choose two requirements from this list:

- Magic words and ritual gestures.
- An object of power (wand, talisman, orb, staff, etc) which must be wielded.
- An expendable component such as sulfur, sage, or incense, which must be burned, blown, or scattered during the casting.
- Runes or symbols written or engraved on a surface (which must be prepared).
- A spilling of blood, which inflicts 1-harm upon you or a willing participant.

Give your new rote a name, and decide specifically what the requirements are (which words, gestures, objects, symbols, and procedures are required). Unlike regular **use magic**, a rote's cost and the consequences for failing it are known to you in advance. After you cast it for the first time, treat each rote as a custom move—a specialised version of use magic, which is built with the Keeper. Write down what it does on a 10+, a 7-9, and a miss. Also, a rote is a bit more powerful than a basic **use magic** spell: its glitches are less onerous and its effect may be a little bigger.

Casting a rote requires you to have the needed items at hand and the ability to physically use them. You roll +Weird to cast it, as you would when **using magic** normally.

HOW MANY ROTES?

You start out knowing up to one rote, which you can choose when creating your character or during play. You can learn more by taking improvements—when you do, you can choose the new rote right away or in play.

ROTE: _____

REQUIREMENTS, PICK TWO:

- Magic words, ritual gestures
- Object of power which must be wielded
- Expendable component destroyed or scattered
- Runes or symbols written or engraved on a surface
- Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- Magic words, ritual gestures
- Object of power which must be wielded
- Expendable component destroyed or scattered
- Runes or symbols written or engraved on a surface
- Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- Magic words, ritual gestures
- Object of power which must be wielded
- Expendable component destroyed or scattered
- Runes or symbols written or engraved on a surface
- Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- Magic words, ritual gestures
- Object of power which must be wielded
- Expendable component destroyed or scattered
- Runes or symbols written or engraved on a surface
- Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- Magic words, ritual gestures
- Object of power which must be wielded
- Expendable component destroyed or scattered
- Runes or symbols written or engraved on a surface
- Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- Magic words, ritual gestures
- Object of power which must be wielded
- Expendable component destroyed or scattered
- Runes or symbols written or engraved on a surface
- Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- Magic words, ritual gestures
- Object of power which must be wielded
- Expendable component destroyed or scattered
- Runes or symbols written or engraved on a surface
- Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:

ROTE: _____

REQUIREMENTS, PICK TWO:

- Magic words, ritual gestures
- Object of power which must be wielded
- Expendable component destroyed or scattered
- Runes or symbols written or engraved on a surface
- Spilling of blood (1-harm to you or willing person)

EFFECT:

On a 10+

On a 7-9:

On a miss:



THE PARAROMANTIC

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• *Protect Someone*
- WEIRD** • *Use Magic*

LUCK

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

Okay Doomed

Pararomantic Special: When you spend a point of Luck, also mark off one of your relationship status boxes. The Keeper will bring **fate of your love** (see reverse) into play.

RELATIONSHIP STATUS

Loving Broken

HARM

When you reach 4 or more, mark unstable.

Okay Dying

Unstable:

(Unstable injuries will worsen as time passes)

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 of the basic moves, plus three Pararomantic moves.

You get this one:

Supernatural Guide: You have a (most likely intimate) connection to some supernatural being who is your guide into the world beyond. Choose if your relationship is secret or not.

Determine what kind of creature your Guide is and how your relationship works. Say what kind of power they possess. The Keeper will decide how it works and define your Guide as a threat.

If your Guide is another hunter, determine together how your relationship works.

Whenever you would roll +Weird you can roll +Charm instead, by channeling the power of your bond. When you do so and miss, in addition to the usual consequences, you and your Guide suffer as when you miss a roll for **bond abuse**.

Then pick two of these:

Bonding Time: If you spend some quality time with your Guide instead of working on the current mystery you can roll +Charm. On 10+, hold 2. On 7-9, hold 1. Spend your hold to:

- Erase one mark in your Relationship Status track.
- Use a Pararomantic move you haven't picked.
- Receive a gift from your Guide.
- Take +1 forward.

Dark Desires: You may use the **manipulate someone** move on monsters, as long as you are using emotional ties.

The Power of Love: When you use **help someone** to help your Guide you don't have to roll +Cool. You automatically help as though you'd rolled a 10. If your Guide is another hunter, the same applies when they help you.

Do As The Supernatural Do: You can take an unnatural move from your Guide's playbook (if they are a hunter). If they are a monster, choose a move from a suitable supernatural playbook. The Keeper may offer you a custom move, instead.

I Am Theirs And They Are Mine: Whenever you are in danger, your Guide knows it. If your Guide is suffering harm (and it's feasible), you can spend a point of Luck to redirect the attack onto yourself as if you have rolled 10+ with **protect someone**. If you are suffering harm, you can decide that your Guide has protected you and is suffering this harm instead. If you choose this, roll for **bond abuse**.

Monster Empathy: When you try to work out what a supernatural creature desires, roll +Charm. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to ask the following questions—the Keeper will answer honestly:

- What does it most desire?
- What would it accept as good enough for now?
- What would distract it?

Spirit Touched: Your experiences have made you sensitive to the supernatural. When you sense magical things, roll +Weird. On a 10+ you can sense them fully. On a 7-9, choose: either sense them fully but they notice you too, or you sense only impressions.

BOND ABUSE

For details, see **fate of your love** on the reverse side.

Bond Abuse: Whenever you do something to abuse the bond with your Guide, like acting against them, or not giving them enough attention, roll +Charm:

- On 10+, your action has no effect beyond the exchange of some angry words.
- On 7-9 choose one of the bond abuse options below.
- On a miss, the Keeper may choose two of the bond abuse options below, or something worse.

Bond abuse options:

- Mark off a box in your Relationship Status track.
- You may not channel the power of your bond for the rest of the mystery.
- You gain the unwelcome attention of others of your Guide's kind.
- Someone who shouldn't know finds a clue about your relationship with your Guide.

GETTING STARTED

To make your Pararomantic, first pick a name. Then follow the instructions below to decide your look, ratings, fate, moves, gear, and your relationship. Finally, introduce yourself and pick history..

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Friendly face, alluring face, laughing face, trustworthy face, average face, serious face, sensual face, face, _____ face.
- Normal clothes, casual clothes, goth clothes, sporty clothes, street clothes, nerdy clothes, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

Choose two of these normal things:

- Golf club, baseball bat, cricket bat, or hockey stick (2-harm hand innocuous messy)
- Pocket knife or multitool (1-harm hand useful small)
- Small handgun (2-harm close loud reload)
- Bicycle
- Fairly new car in decent condition
- Motorcycle

And choose one gift from your Guide. Whatever gift you choose, it must be periodically recharged by interactions with your Guide.

The gifts are:

- Part of their body, e.g. a vial of blood, lock of hair, tears in a phial, fairy dust. It either helps you heal, or counts as a weakness against a specific sort of monster.
- Piece of jewelery, e.g. a golden ring, tribal pendant, silver locket. It either provides 1-armour magic or protects you from the powers of a specific sort of monster.
- A memento of the time when they were human, e.g. a portrait/photo from life, diary, favourite hat, doll, or lighter. Provides +1 on **bond abuse** rolls.
- A strange or antique weapon, e.g. a family sword, ancient staff, holy mace (2-harm hand messy). Additionally, add "magic," "silver," "holy," or "iron" to the weapon.



FATE OF YOUR LOVE

There is a reason why your love with your Guide (the supernatural being you have a connection with) is forbidden or doomed. Invent this reason or leave it to the Keeper. Whenever you mark off a point of Luck, the truth of your love's Fate slowly unfolds: mark off a box in your Relationship Status track. When your last point of Luck is used it becomes clear you cannot be together. Your Guide might even end up as an enemy, depending on how things go.

Whenever you put yourself or somebody else in serious danger in order to conceal the truth about you and your Guide, mark experience.

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 Pararomantic 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:

- Your best friend in the world. You trust them totally.
- You are blood-kin. Decide your exact relationship together.
- Your ex. Ask them why you aren't together anymore.
- Romantic entanglement, or fated to be romantically entangled.
- They know about some of your dark secrets, but they've agreed to keep quiet about them. Tell them what they know.
- An old rivalry has turned into a tight friendship. Ask them what (or who) you once fought over.
- Mentor from another life. Ask them what they taught you.

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 Charm, max +3
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Get +1 Weird, max +2
- Take another Pararomantic move
- Take another Pararomantic move
- Gain an ally
- 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. They're 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.
- Take a second gift from your guide or add another property to an existing gift.
- Change your Guide, as you fall for another creature.
- Gain a second Guide. Track the relationship status tracks of both relationships separately. Both Guides initially hate each other, but this could change through play. All moves that applied to your original Guide can now apply to either one.
- Erase all the marks from the Relationship Status track.

THE SEARCHER

- 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

Searcher Special: When you spend a point of Luck, your first encounter comes up in play. It could be a flashback, new occurrence, or related event.

HARM

When you reach 4 or more, mark unstable.

Okay | Dying

Unstable:

(Unstable injuries will worsen as time passes)

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 of the basic moves, plus three Searcher moves. You get this one:

- First Encounter:** One strange event started you down this path, sparking your need to discover the truth behind the unexplained. Decide what that event was: pick a category below and take the associated move. Then tell everyone what happened to you (or someone close to you).
- Cryptid Sighting:** You take note of any reports of strange creatures. Whenever you first see a new type of creature, you may immediately ask one of the **investigate a mystery** questions.
- Zone of Strangeness:** Things are not fixed. You never need **act under pressure** when supernatural forces alter the environment around you, and you get 2-armour against harm from sudden changes to the laws of physics.
- Psychic Event:** Your mind is awakened. You may **act under pressure** to use the **sensitive** weird move, or—if **sensitive** is your weird move—**empath**. See page 21 of *Tome of Mysteries*.
- Higher power:** Something looks out for you. You start with an extra Luck.
- Strange Dangers:** You are always watching for hazards. When you have no armour, you still count as having 1-armour.
- Abduction:** They taught you hidden knowledge. Gain +1 to any move when you research strange or ancient secrets to do it.
- Cosmic Insight:** You have encompassed the soul of the universe. You never need to **act under pressure** due to feelings of fear, despair, or isolation.

Then pick two of these:

- Prepared to Defend:** Even truth seekers need to fight some times. Whenever you suffer harm when you **kick some ass** or **protect someone**, you suffer 1-harm less.
- Fellow Believer:** People understand you've also known strangeness. Bystanders will talk to you about weird things they would not trust another hunter (or a mundane official) to believe.
- Guardian:** You have a mystical ally (perhaps a spirit, alien, or cryptid) who helps and defends you. Define them, and their powers, with the Keeper's agreement. Their look is one of: invisible, an intangible spirit thing, a weird creature, disguised as an animal, or disguised as a person.
- Just Another Day:** When you have to **act under pressure** due to a monster, phenomenon, or mystical effect, you may roll +Weird instead of +Cool.
- Network:** You may gain an ally group of others who had experiences similar to your first encounter—perhaps they're a support group or hobbyist club. Detail up to five members with useful skills related to what happened to them (none are up for fighting monsters).
- Ockham's Broadsword:** When you first encounter something strange, you may ask the Keeper what sort of thing it is. They will tell you if it (or the cause) is: natural, an unnatural creature, a weird phenomenon, or a person. You gain +1 forward dealing with it.
- The Things I've Seen:** When you encounter a creature or phenomenon, you may declare that you have seen it before. The Keeper may ask you some questions about that encounter, and will then tell you one useful fact you learned and one danger you need to watch out for (maybe right now).

GETTING STARTED

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

PRONOUNS: _____

LOOK, PICK ONE FROM EACH LIST:

- Friendly face, haunted face, thoughtful face, lined face, curious face, _____ face.
- Normal clothes, casual clothes, nerdy clothes, tweedy clothes, outdoor wear, _____ clothes.

RATINGS, PICK ONE LINE:

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

GEAR

You get a laptop, a car or motorcycle, a camera, binoculars, two sets of investigation tools, and one self-defence weapon.

Investigation tools, pick two:

- A bag of cameras & microphones.
- Forensic tools.
- Ghost hunting tools.
- Scientific measuring tools.
- Cryptid hunting gear.
- Historical documents and witness reports of strange events.
- Maps, blueprints, and building reports for significant places.

Self-defence weapons, pick one:

- Walking stick (1-harm hand innocuous).
- Small handgun (2-harm close reload loud).
- Small knife (1-harm hand messy).
- Martial arts training (1-harm hand innocuous).
- Incapacitating spray (0-harm hand irritating).
- Heavy flashlight (1-harm hand innocuous).

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 Searcher 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:

- In your researches, you found accounts (and pictures) of someone matching their description perfectly, but long before they were born. Tell them if you have mentioned this.
- A relative. Decide between you how close.
- They were involved in a supernatural event similar to your first encounter. Perhaps it was the same event, or perhaps you investigated their event later. Ask them how the event affected them.
- You figured out a supernatural or weird secret they keep. Ask them what it is.
- You met when you were each investigating separate mysteries. Tell them what trick you used to protect them from weirdness and ask them how they saved you from a danger.
- You're both veterans of a therapy or support group or a treatment program. Work out the details between you.
- Some creature or force is stalking them. Ask them what it is. Then decide if you've told them about it or if they are still happily unaware.
- You found their pet when it went missing. Where had it gone?

"There's still so much to be discovered and explained, even now. Perhaps only one event in a thousand is true weirdness—but I'll investigate them all to find it."



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 Sharp, max +3
- Get +1 Weird, max +3
- Get +1 Charm, max +2
- Get +1 Cool, max +2
- Take another Searcher move
- Take another Searcher move
- Gain an ally.
- Take a second **first encounter** move, based on a recent mystery.
- 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. They're 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.
- Retire this hunter to safety.
- Mark two of the basic moves as advanced.
- Resolve your first encounter. The Keeper makes the next mystery about this event, and should try to answer all remaining questions about it during the mystery (although there are sure to be new threads to investigate after...)
- Mark another two of the basic moves as advanced.
- Erase a used Luck mark from your playbook.
- Erase a used Luck mark from your playbook.