

Arcana

Hunters' Guidebook

How to Play

You will need:

A pen or pencil for each player.
A deck of Tarot cards.

To Do: Read the pages called **How to Play**, **The Ratings**, **The Hunters**, and **Basic Moves**.

The Keeper will create the adventure according to the guide in the Keeper's Handbook. They will then shuffle the tarot deck as much or as little as they like.

The Players choose a role and create their hunter. Once their Hunters are built, they will decide how they know one another. They may follow the optional Team-Building guide, or determine some other relationship.

Playing the Game

The basic mechanic of Arcana is very simple. The Keeper will describe a situation, and the Hunters will make a move in response, then reveal card(s) from the Tarot deck.

To Make Your Move:

Clearly state what your in-game action is, and what **move** you intend to go along with it. Then reveal cards equal to the appropriate rating. Of the cards drawn, you must **choose one card** to apply to the move.

The Keeper then reads from the moves list and narrates their relative success or failure. This process repeats throughout the adventure.

When the deck runs out

The clock tolls midnight and something major will happen – the ritual will be complete, or the Dark One will rise, or some other factor that either moves the story forward or (if it's the final act) ends the game.

If the deck runs out and there are more acts to enjoy, any ongoing effects wear off. Reshuffle the deck and get on with it!

Leveling Up

Each time you make a move and it fails, mark experience. When you have failed five times, choose an option from your hunter playbook to add to your repertoire. Then erase your previously marked failures and continue play.

Reading the Cards:

When you make your moves and reveal one or more cards, the effect of the card is determined by two factors. **First**, the number printed on the card will determine success, partial success, or failure. **Second**, the cards in the Major Arcana will have an additional effect. Some of these work to the good, others are bad omens that will certainly hinder your play.

By the Numbers:

As a rule of thumb, a face card without a number is a success. All the Major Arcana (Face Cards) are marked with a number as well as a name. The number will determine success or failure just like the minor suits, and the name will determine its effects.

Use the table below as a reference guide:

Cards Numbered 0-5	Failure
Cards Numbered 6-10	Partial Success
11+, Page, Knight, Queen, King	Success

Example: Bobby has an Ego rating of 3. He is confronted with a security guard, and wants to convince him to let the party pass (Manipulate Someone). Bobby describes how he talks to the guard, and perhaps gives him a good excuse for being there. He reveals the 3 of Cups, the 6 of Swords, and the Page of Pentacles. Knowing that a Page is a success, he chooses that card. The action is a success, and the Keeper describes what happens next.

Example: Amy has a Spirit rating of 2. She is a magic user. She would like to call forth a flame to start a campfire. She describes the arcane motion she makes. She then reveals the two of wands and the Major Arcana card 13, Death. She must then decide if her spell fails or if she wants to take on a potentially terrible downside. She chooses to fail. Not today, Death. Not today.

Note: A failure represents your best effort at a given task and the move may not be attempted again without changing the circumstance or finding a way to improve your odds.

The Ratings

A key component of this game are your Ratings. These numbers range from 1 to 3, and represent your capability in any given situation. Any time you make a move, you will draw cards equal to your Rating associated with that move.

You should use these scores to inform your role-playing, but do not feel limited by them! Throughout the game, your scores may increase or decrease. A stat score may not drop below zero, but there is no hard upper limit.

- **Heart** is how calm and collected you are. It is usually used for the **act under pressure** basic move.
- **Body** is how strong and mean you are in a fight. It is usually used for the **Use Violence** basic move.
- **Ego** is how pleasant and persuasive you are. It is usually used for the **manipulate someone** basic move.
- **Mind** is how observant you are. It is usually used for the **Investigate** basic move.
- **Spirit** is how attuned to the supernatural you are. It is usually used for the **use magic** basic move.

Although we've listed what these ratings are usually used for, **any Rating may be applied to any Move (except Use Magic) given the right situation.** For instance, if you're trying to convince Mugsy to let you past the gate [Manipulate Someone], but your Ego rating is 1, maybe your best bet is to intimidate him with your Body rating.

Basic Moves

All the hunters have a set of moves that allow them to investigate and deal with monsters. These are called the “basic moves”. There are six basic moves. Each of these are listed below, and given in an expanded form in the back of the book. In addition, each hunter playbook has its own set of moves. These are called “playbook moves.”

Move	Associated Rating
Act Under Pressure	Heart
Give Aid	Varies
Investigate	Mind
Use Violence	Body
Manipulate Someone	Ego
Use Magic	Spirit

Act Under Pressure is used for any difficult or dangerous action that isn't covered by another move.

Investigate is used to work out what kind of monster you are dealing with, what it can do, and what it's planning. Or work out what dangers are immediately threatening you. For instance, if you think you are walking into a trap, or want to do some tactical analysis.

Use Violence is used for fighting anything that is fighting you back.

Manipulate Someone is used to try and get someone to do something for you, after you give them some kind of reason.

Use Magic is used to cast magic spells or use enchanted items. A hunter may only cast spells at will if his class specifically allows it.

Give Aid is used to help another hunter do something or protect them from harm. If you succeed, you'll give them a bonus on their task.

Making your move

To attempt a move, clearly state what your in-game action is, and what move you intend to go along with it. Then draw cards equal to the associated rating. Of the cards drawn, you must **choose one card** to apply to the move.

You should never attempt to make a move without taking a relevant action in the game. For example, let's suppose your teammate is on the ground bleeding out. You don't simply declare “I give aid!” and draw your cards. Instead, tell your keeper what your character is doing. “I pull out my trusty first aid kit and bind the wound with gauze.” Your keeper will appreciate, your friends will appreciate it, and I will appreciate it.

The Hunters

Hunters: Follow the instructions in your playbook to create your hunter. When you get to the Introductions section, wait until everyone catches up. You may then decide how you know each other, and what kind of team you have. The Keeper will guide everyone as you make up your hunters, so ask them if you have any questions.

Only one hunter of each type is allowed at the same time in any game. That's because you're not just one of that type of hunter: you're the archetype. There may be a whole Agency of professional monster hunters, but there's just one who is The Professional.

The hunter types are:

The One: the chosen one, with a special destiny. E.g. Buffy from Buffy the Vampire Slayer. Neo from The Matrix. Azor Ahai from A Song of Ice and Fire

The Expert: knows all about monsters and magic. E.g. Bobby Singer from Supernatural; Rupert Giles from Buffy the Vampire Slayer

The Conspiracy Theorist: A person who is great at putting clues together. E.g. Mulder or the Lone Gunmen from The X-Files

The Initiate: member of an ancient monster-slaying Sect, trained to fight and use magic. The Wardens from The Dresden Files; Annelise from the Twenty Palaces series, Fox from Wanted

The Monstrous: a monster fighting for the good guys. E.g. Angel from Buffy the Vampire Slayer and Angel; Bill Compton from True Blood

The Mundane: just a normal regular person, especially good at dealing with regular people you meet. E.g. Xander or Cordelia from Buffy the Vampire Slayer

The Professional: you work for an agency that hunts monsters. E.g. Riley and the Initiative from Buffy the Vampire Slayer; Olivia Denholm from Fringe

The Spooky: has psychic or magical powers. E.g. Sam Winchester from Supernatural; Willow from Buffy the Vampire Slayer

The Wronged: revenge-driven, and really tough. E.g. Dean and John Winchester from Supernatural

Optional: Team Building Exercises

Example Team Concepts

Slayer and Entourage

There's a chosen one, and their support group. Hopefully, together you'll be able to save the world. The team has a Chosen, who is at the centre of things. An Expert or Initiate makes a good mentor. A Mundane or Conspiracy Theorist could be a friend of the Chosen. A Monstrous or Spooky gives the team some magical powers to draw on.

The Unexplained Cases Team

The Agency needs a team to handle all the weird stuff regular agents don't understand. That's you: the Unexplained Cases Team. You check out the mysterious disappearances, the fungus monsters, the alien abductions, the vampires, and anything else the regular agents can't handle.

The team requires a Professional. The Conspiracy Theorist, Mundane, Expert, Spooky, and Wronged are good choices to fill out the team's skill profile. The Professional's Agency will employ the whole team. As a customisation, allow any of the hunters to take the Professional's deal with the Agency move as a leveling up option. Until then, they're just consultants, contractors, or temps.

The Order

You are all members of an ancient order of monster slayers.

You'll need an Initiate. Everyone else makes up the team the Initiate commands: the Spooky, Expert, Mundane, Conspiracy Theorist, or Chosen all work well here.

Everyone is a member of the order, but initially only the Initiate will have to deal with your superiors. As a customisation, anyone can take the Initiate move for when you are in good standing with the Sect as a leveling up option. Anyone may also substitute one of the Initiate's old-fashioned weapons (p. 28) for a regular weapon choice.

Road-tripping Hunter Family

Your family's trade is hunting monsters. The nomadic life, drifting into town just long enough to find and slay whatever is causing trouble... well, it suits some of you just fine. Others, not so much.

This team concept suits the wronged, Spooky, Expert, Conspiracy Theorist, and Chosen best. A Monstrous could fit in too, but not comfortably. All the others except the Professional could round out the team. If there's an Initiate, maybe the Sect is comprised of certain bloodlines, so everyone in the family is a member. You are all family, or as good as family. Oh, and make sure you have a Heart car. Or a sensible anonymous car, if that's your thing. If none of the hunters has a vehicle, you can decide the team gets one as a customisation.

THE ONE

Ratings: Ego 2, Heart 2, Mind 2, Body 3, Spirit 2

HP:

1. How was your fate revealed to you, and how has it changed you?
2. What heroic ends have you been chosen for?
3. What terrible trials have been foretold of you?
4. What are you afraid of?
5. You have a special weapon you are destined to wield. Describe it in as much detail as you can. (Keeper's note – Get creative!)

Name

Appearance

Leveling Up

Experience:

When you take a failure or another effect 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 following list:

Improvements

- Increase any of your ratings by 1
- Take another The One move
- Take another The One move
- Gain an outside source of aid.
- Take a move from another playbook
- Take a move from another playbook

Moves:

You get all of the basic moves, plus three Chosen moves. You get these two:

- **Manipulate Fate:** Three times per game, you may draw that many Tarot cards equal to your Spirit score to **see what is revealed about your immediate future**. You may put them back in any order, and put any number of them on the bottom of the deck.
- **Plot Armor:** There's something you are destined to do. Work out the details with the Keeper, based on your fate. You cannot die until it comes to pass. **If you die in play**, then you must draw four cards from the deck and apply the effects of any Major Arcana you drew. You will then, somehow, recover or get returned to life. Once your task is done all bets are off.

Then pick one of these:

The Big Entrance: When **you make a showy entrance into a dangerous situation**, draw for Heart.

- On total success everyone stops to watch and listen until you finish your opening speech.
- On a partial success, you pick one person or monster to stop, watch and listen until you finish talking.
- On a failure, you're marked as the biggest threat by all.

Devastating: When **you inflict harm**, you may inflict +1 harm.

Acceptance: When your fate rears its ugly head, and **you act in accordance with your fate**, then mark experience.

Resilience: You heal faster than normal people. Any time your harm gets healed, heal an extra point. Additionally, your wounds count as 1-harm less for the purpose of the Keeper's harm moves.

Magic User: You can use magic in a way agreed upon with your Keeper

THE EXPERT

Ratings: Ego 1, Heart 2, Mind 3, Body 2, Spirit 2

HP:

1. What is your primary field of study, and what forced you into it?
2. What do your colleagues think of you?
3. Does your work make you feel more or less connected to the world?
4. You have a sort of haven set up – what is it like, and what makes it indispensable?
5. What three monster-slaying weapons have you acquired?

Name

Appearance

Leveling Up

Experience:

When you take a failure or another effect 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 following list:

Improvements

- Increase any of your ratings by 1
- Take another Expert move
- Take another Expert move
- Gain an ally
- Take a move from another playbook
- Take a move from another playbook

Moves

You get all of the basic moves, plus pick two Expert moves:

- **I've Read About This Sort Of Thing:** Draw for Mind instead of Heart when you **act under pressure**.
- **Often Right:** When a **hunter comes to you for advice** about a problem, give them your honest opinion and advice. If they take your advice, they get +1 die while following your advice, and you mark experience.
- **Preparedness:** When **you need something unusual or rare**, Draw for Mind. On a total success, you have it here right now. On a partial success you have it, but not here: it will take some time to get it. On a failure, you know where it is, but it's somewhere real bad.
- **It Wasn't As Bad As It Looked:** Once per mystery, you may attempt to **keep going despite your injuries**. Draw for Heart. On a total success, heal 2 harm and stabilize your wounds. On a partial success you may either stabilize or heal 1 harm. On a failure, it was worse than it looked.
- **Precise Strike.** When you inflict harm on a monster, you can **aim for a weak spot**. Draw for Body. On a total success you inflict +2 harm. On a partial success you inflict +1 harm. On a failure, you leave yourself open for the monster to hit you.
- **I Saw That One Coming: At the beginning of each mystery**, draw for Mind. On a partial success, once per mystery you may look at the top ten cards of the deck and choose to put all of them on the top or bottom of the deck. On a total success, you may do this three times per mystery.
- **Dark Past:** You dabbled in the worst sort of mystical arts before you became one of the good guys. If **you trawl through your memories** for something relevant to the case at hand, draw for Spirit. On a total success ask the Keeper two questions from the list below. On a partial success ask one. On a failure, you can ask a question anyway but that means you were personally complicit in creating the situation you are dealing with now. The questions are:
 - *When I dealt with this creature before, what did I learn?*
 - *What black magic do I know that could help here?*
 - *Do I know anyone who might be behind this?*
 - *Who do I know who can help us right now?*
- **You're a Hairy Wizard:** You have discovered a tome that unlocks the secrets of magic. Discuss its implications with your Keeper.

THE CONSPIRACY THEORIST

Ratings: Ego 2, Heart 1, Mind 3, Body 2, Spirit 2

HP:

1. How do you keep track of the wide-ranging patterns and connections you find?
2. Have they caught on to you yet?
3. What two items do you secretly carry on your person?
4. Does the public need to know what you know?
5. What normal-sized weapon do you carry, in addition to your hidden items?
6. What do your parents think of all this?

Name

Appearance

Leveling Up

Experience:

When you take a failure or another effect 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 following list:

Improvements

- Increase any of your ratings by 1
- Take another Conspiracy Theorist move
- Take another Conspiracy Theorist move
- Gain a Haven, like the Expert has
- Take a move from another playbook
- Take a move from another playbook

Moves

You get all of the basic moves, plus pick three Conspiracy Theorist moves:

Connect the Dots: At the beginning of each mystery, if **you look for the wider patterns** that current events might be part of, draw for Mind. On a total success, during the mystery you may ask the Keeper any three of the following questions. On a partial success you may ask a total of one:

- *Is this person connected to current events more than they are saying?*
- *When and where will the next critical event occur?*
- *What does the monster want from this person?*
- *Is this connected to previous mysteries we have investigated?*
- *How does this mystery connect to the bigger picture?*

Crazy Eyes: Increase your Spirit rating by 1

See, It All Fits Together: You can use Mind instead of Ego when you **manipulate someone**.

Suspicious Mind: If someone lies to you, you know it.

Often Overlooked: When **you act all crazy** to avoid something, draw for Spirit. On a total success you're regarded as unthreatening and unimportant. On a partial success, pick one: unthreatening or unimportant. On a failure, you draw lots of attention.

Contrary: When **you seek out and receive someone's honest advice** on the best course of action for you, then mark experience if you do something else instead. If you do exactly the opposite of their advice, you also take +1 ongoing on any moves you make pursuing that course.

Net Friends: You know a lot of people on the Internet. When **you contact a net friend to help you** with a mystery, draw for Ego. On a total success, they're available and helpful – they can fix something, break a code, hack a computer, or get you some special information. On a partial success, they're prepared to help, but it's either going to take some time or you're going to have to do part of it yourself. On a failure, you burn some bridges.

Sneaky: When **you attack from ambush, or from behind**, inflict +2 harm.

THE INITIATE

Ratings: Ego 2, Heart 1, Mind 2, Body 2, Spirit 3

HP:

1. You are part of an ancient, secret order that slays monsters. Why do they stay secret?
2. How did your training change you?
3. What about your order do you find appealing?
4. Why aren't you happy with your sect?
5. Who was your mentor and what were they like?
6. Pick two weapons in keeping with your sect's tenets.

Name

Appearance

Leveling Up

Experience:

When you take a failure or another effect 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 following list:

Improvements

- Increase any of your ratings by 1
- Take another Initiate move
- Take another Initiate move
- Get command of your chapter of the Sect
- Take a move from another playbook
- Take a move from another playbook

Moves

You get all of the basic moves, plus four Initiate moves. You get these:

Arcane Protector - At the beginning of each mystery, draw for Ego.

- On any success, once per mystery you may choose to nullify the effects of one ally's Tarot card.
- On a failure you may choose not to mark experience. If so, once per mystery you may choose to apply the effects of one Tarot card to yourself instead of an ally.

Magic User – You have the ability to use magic in accordance with your sect's tenets.

Then pick two of these:

Ancient Fighting Arts: When using an old-fashioned hand weapon, you inflict +1 harm and get an additional card whenever you draw to **protect someone**.

Mystic Sacrifice: Once per mystery, you may lower one of your ratings by one to restore a teammate's lost rating by one. *These do not have to be the same rating*

Know thy Enemy: Once per mystery, you may use deep meditation techniques to study an enemy in advance. To Know thy Enemy, draw for Spirit. On a partial success, choose one of the options below, and on a total success choose two. On a failure, you get bad information and the Keeper decides how that affects you. You may:

- Have a useful object ready
- Know something important about your enemy
- Inflict additional damage on your enemy

Mentor: You have a mentor in the Sect: name them. When you **contact your mentor for info**, draw for Mind. On a total success, you get an answer to your question, no problem. On a partial success you choose: they're either busy and can't help, or they answer the question but you owe a favour. On a failure, your question causes trouble.

Rewind: When something bad happens, you may turn back time. To do so, draw for Spirit. **On a total success** you may turn back the clock 15 seconds. **On a partial success**, you turn back the clock just long enough to intervene, but something bad happens to you or an ally. **On a failure**, you are forced to relive the moment and something bad happens in the present.

THE MONSTROUS

Ratings: Ego 2, Heart 2, Mind 2, Body 2, Weird 3

HP:

1. How did you lose your humanity?
2. Why did you join the fight for good?
3. What type of monster are you?
4. What vulnerability, weakness, or submission defines who you are?
Do you try to fight it?
5. With great power comes... great big claws! What are your natural attacks?

Name

Appearance

Leveling Up

Experience:

When you take a failure or another effect 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 following list:

Improvements

- Increase any of your ratings by 1
- Take another Monstrous move
- Take another Monstrous move
- Gain another natural attack
- Take a move from another playbook
- Take a move from another playbook

Moves

You get all the basic moves, plus pick two Monstrous moves:

- Immortal:** You do not age or sicken, and whenever you suffer harm you suffer 1-harm less.
- Incorporeal:** You may move freely through solid objects (but not people).
- Unnatural Appeal:** Whenever you attempt to manipulate someone, you may draw an additional card
- Unholy Strength:** Whenever you attempt to lift or destroy something, you may draw an additional card.
- Preternatural Speed:** You go much faster than normal people. **When you chase, flee, or run,** you may draw an additional card.
- Claws of the Beast:** All your natural attacks get +1 harm.
- Mental Dominion:** When you gaze into a normal human's eyes and **exert your will over them,** draw for Ego. On a total success you may give them up to 3 orders. On a partial success, you may give up to one order. Regular people will follow your order, whatever it is. Hunters can choose whether they do it or not. If they do, they mark experience.
- Unquenchable Vitality:** When you have taken harm, **you can heal yourself.** Draw for Heart. On a total success, heal 2-harm and stabilise your injuries. On a partial success heal 1-harm and stabilise your injuries. On a failure, your injuries worsen.
- Dark Negotiator:** You can use the **manipulate someone** move on monsters as well as people, if they can reason and talk.
- Flight:** You can fly.
- Shapeshifter:** You may change your form (usually into an animal) – decide if you have just one alternate form or several, and detail them. You gain 1 draw to **investigate a mystery** when using an alternate form's superior senses (e.g. smell for a wolf, sight for an eagle).
- Something Borrowed:** Take a move from a hunter playbook that is not currently in play.
- Magic User:** You can use magic in accordance with your Monstrous form.

THE MUNDANE

Ratings: Ego 3, Heart 2, Mind 2, Body 2, Spirit 1

HP:

1. What merit badge did you earn that you've found the most useful?
2. How did you fall in with a gang of monster hunters?
3. Out of everyone you've lost, who do you miss the most?
4. You carry two weapons. What are they?
5. What's your favourite means of transportation?

Name

Appearance

Leveling Up

Experience:

When you take a failure or another effect 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 following list:

Improvements

- Increase any of your ratings by 1
- Take another Mundane move
- Take another Mundane move
- Take a move from another playbook
- Take a move from another playbook
- Take a move from another playbook

Moves

You get all the basic moves, plus pick three Mundane moves:

□ **Oops!** If you want to **stumble across something important**, draw for Spirit. Treat the results as if you had **investigated a mystery**, but anything you discover is by dumb luck rather than skill (e.g. literally tripping over a clue).

□ **Always The Victim:** When another hunter uses **protect someone** to protect you, they mark experience. Whenever a monster captures you, you mark experience.

□ **Panic Button:** When you need to escape, **name the route you'll try** and draw for Mind. On a total success you're out of danger, no problem. On a partial success you can go or stay, but if you go it's going to cost you (you leave something behind or something comes with you). On a failure, you are caught halfway out.

□ **The Power of Heart:** When fighting a monster, if you **help someone**, don't draw. You automatically help as though you'd drawn and gotten a total success.

□ **Trust Me:** When you **tell a normal person the truth in order to protect them** from danger, draw for Ego. On a total success they'll do what you say they should, no questions asked. On a partial success they do it, but the Keeper chooses one from:

They ask you a hard question first.

They stall and dither a while.

They have a "better" idea.

On a failure, they're going to think you're crazy and maybe dangerous too.

□ **What Could Go Wrong?:** Whenever you **charge into immediate danger** without hedging your bets you may choose 2 of the following.

- Inflict +1 harm.
- Reduce someone's harm suffered by 1.
- On your next **act under pressure** draw, draw an additional card

□ **Don't Worry, I'll Check It Out:** Whenever you **go off by yourself** to check out somewhere (or something) scary, mark experience

THE PROFESSIONAL

Ratings: Ego 2 Heart 3, Mind 2, Body 2, Spirit 1

HP:

1. What is your organization's goal? IE destroy, protect, learn, profit?
2. Who do you work for and who funds them?
3. What are two resources your agency excels at?
4. What are two internal problems that just slow you down?
5. You are well armed. What serious weapon do you carry, and what's your backup?

Name

Appearance

Leveling Up

Experience:

When you take a failure or another effect 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 following list:

Improvements

- Get +1 Rating
- Take another Professional move
- Take another Professional move
- Either eliminate some of the red tape or get new resources for your agency
- Take a move from another playbook
- Take a move from another playbook

MOVES

You get all the basic moves, plus four Professional moves. You get this one:

- When you **deal with the Agency**, requesting help or gear, or making excuses for a failure, draw for Mind. On a total success you're good – your request for gear or personnel is okayed, or your slip-up goes unnoticed. On a partial success, things aren't so great. You might get chewed out by your superiors and there'll be fallout, but you get what you need for the job. On a failure, you screwed up: you might be suspended or under investigation, or just in the doghouse. You certainly aren't going to get any help until you sort it all out.

Then pick three of these:

- Well-Rounded:** You may take one move from another Hunter playbook
- I've Seen Some Shit:** Add 1 to your Spirit rating.
- Battlefield Awareness:** You always know what's happening around you, and what to watch out for. Reduce damage from mundane sources by 1.
- Leave No One Behind:** In combat, when **you help someone escape**, draw for Mind. On a total success you get them out clean. On a partial success, you can *either* get them out *or* suffer no harm, you choose. On a failure, you fail to get them out and you've attracted hostile attention.
- Medic:** You have a full first aid kit, and training to heal people. **When you do first aid**, draw for Heart.
 - On a total success** the patient is stabilized and healed of 1 harm.
 - On a partial success** choose one: heal 1 harm; stabilize the injury.
 - On a failure**, you cause an extra 1 harm. First aid can only be used once per injury.
- Mobility:** You have a truck, van, or car built for monster hunting. Name two good things and one bad thing about it:

THE SPOOKY

Ratings: Ego 2 Heart 1, Mind 2, Body 2, Spirit 3

HP:

1. Your powers have a dark side. What power do they have over you?
2. How did you find out about your powers?
3. Does anyone else know what you can do?
4. What are you packing?
5. What can't you do, despite your powers?

Name

Appearance

Leveling Up

Experience:

When you take a failure or another effect 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 following list:

Improvements

- Get +1 Rating
- Take another Spooky move
- Take another Spooky move
- Gain a special weapon like The One's
- Take a move from another playbook
- Take a move from another playbook

Moves

You get all the basic moves, plus Dark Purpose, plus pick three Spooky moves:

- **Dark Purpose** The Keeper can ask you to do nasty things (in accordance with your questions), when your powers need you to. If you do whatever is asked, mark experience. If you don't do it, then your powers are unavailable until the end of the mystery (or you cave and do it anyway)

- **Telepathy:** You can read people's thoughts and put words in their mind. This can allow you to **investigate a mystery** or **read a bad situation** without needing to actually talk. You can also **manipulate someone** without speaking. You still draw for moves as normal, except people will not expect the weirdness of your mental communication.

- **The Sight:** You can see the invisible, especially spirits and magical influences. You may communicate with (maybe even make deals with) the spirits you see, and you have more opportunities to spot clues when you **investigate a mystery**.

- **Premonitions: At the start of each mystery**, draw for Spirit.
On a total success, draw from the deck until you have seen 3 Major Arcana (their effects do not apply) Write them down, then shuffle them back into the deck. If you can prevent or cancel their effects during the game, mark experience.
On a partial success, draw until you have seen one Major Arcana instead of three.
On a failure, draw until you have seen one Major Arcana card and apply its effects.

- **Hunches: When something bad is happening** (or just about to happen) somewhere that you aren't, draw for Mind. On a total success you knew where you needed to go, just in time to get there. On a partial success, you get there late – in time to intervene, but not prevent it altogether. On a failure, you get there just in time to be in trouble yourself.

- **Tune In:** You can **attune your mind to a monster or minion**. Draw for Weird. On a partial success, you may ask the Keeper any one of the following questions. On a total success you may ask a total of 3. **You draw an additional card while acting on the answers**. On a failure, the monster becomes aware of you.
Where is the creature right now? What is it planning to do right now? Who is it going to attack next? Who does it regard as the biggest threat? How can I attract its attention?

- □ □ **It's Magic Yo!:** Create a new magical effect and get your Keeper to approve it. You may take this move multiple times.

THE WRONGED

Ratings: Ego 1, Heart 2, Mind 2, Body 3, Spirit 2

HP:

1. Who did you lose?
2. What kind of monster did it?
3. Why couldn't you save them?
4. What's your sweet signature weapon? How about a backup plan or two?
5. What kind of vehicle do you drive?

Name

Appearance

Leveling Up

Experience:

When you take a failure or another effect 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 following list:

Improvements

- Increase any of your ratings by 1
- Take another Wronged move
- Take another Wronged move
- Gain a haven like the Expert has
- Take a move from another playbook
- Take a move from another playbook

Moves

You get all the basic moves plus three wronged moves. You get this one:

- **I Know My Prey:** You draw an additional card when knowingly investigating, pursuing or fighting the monster type that caused your loss.

Then pick two of these:

Berserk: No matter how much harm you take, you can keep going until the current fight is over. During a fight, the Keeper may not use harm moves on you and you cannot die. When the fight ends, all harm takes effect as normal.

NEVER AGAIN: In combat, you may choose to **protect someone** without drawing, as if you had rolled a total success, but you may not choose to “suffer little harm.”

What Does Not Kill Me...: If you have suffered harm in a fight, you do +1 damage ongoing until the fight is over.

Safety First: You have jury-rigged extra protection into your gear, allowing you to ignore 1 damage from mundane sources and from an element of your choice (fire, water, electricity etc.)

DIY Surgery: When **you do quick and dirty first aid on someone** (including yourself), draw for Heart. On a total success it's all good, stabilize the injury and heal 1 harm. On a partial success pick one:

- Heal 1 harm for now, but it will return as 2 harm again later.
- Heal 1 harm but the patient lowers a rating score of the Keeper's choice to 1 until it's fixed properly.
- Heal 1 harm but the patient must draw a card and apply any of its effects immediately.

On a Failure, the Keeper chooses what damage you did.

Definitions

Keeper – The person running the game.

Hunters - The characters portrayed by the players.

Deck – A standard deck of 78 Tarot cards.

Major Arcana – The cards in a Tarot deck which are both named and numbered. All the Major Arcana have additional effects and should be kept in front of you until those effects are no longer relevant.

Rating – A score indicating how proficient a hunter is in a given area. The ratings also indicate how many cards you draw when attempting a move.

Move – Any action that the average person would have trouble accomplishing. For example, entering a new location is not considered a move; entering said location without being detected is a move.

Draw/Reveal – Reveal a card or cards from the top of the deck. Drawing is done openly, and each card drawn should be read aloud as it is drawn.

Experience – The score system by which you level up. You gain experience through failure.

“Draw for ...” – Draw a number of cards equal to that Rating

Failure – You do not succeed in your task, and may even expose yourself to danger. When a card is chosen and its value is 0 to 5, the move is a failure. Mark experience. You may not try again once a task has failed.

Partial Success – Your move succeeds, but you will experience a drawback. When a card is chosen and its value is greater than five and less than eleven, the move is considered a partial success.

Success – You succeed in your move inasmuch as you can succeed. For example you may be able to shoot your enemy’s eye out, but you will never be able to shoot a hole in the moon. When a card is chosen and its value is eleven or greater, the move is a total success.

Moves, in Depth

You don't have to memorize this section! It's printed here for your reference only. Whenever you choose to make a move, the keeper will read your result from his handbook.

Act Under Pressure

This covers trying to do something under conditions of particular stress or danger. Examples of acting under pressure are: staying on task while a banshee screams at you; barricading a door before the giant rats catch up; resisting the mental domination of a brain-worm; fighting on when you're badly injured.

If an action doesn't seem to fit anywhere else, it's probably Act Under Pressure.

Associated Rating: Heart

- **On a total success** you do what you set out to.
- **On a partial success** the Keeper is going to give you a worse outcome, hard choice, or price to pay.
- **On a failure**, things go to hell.

Give Aid

When you **help another hunter** with a move they are making, decide how you are doing it and draw for the appropriate rating.

Note: If someone is about to suffer harm and you can somehow prevent it, then you can try to protect them with this move.

Associated Rating: Varies by action.

- **On a total success** your help grants them +1 card to their draw, and choose an extra effect
 - You suffer little harm (-1 harm).
 - All impending danger is now focused on you.
 - You inflict harm on the enemy.
 - You hold the enemy back.
- **On a partial success** your help grants them +1 card to their draw, but you also expose yourself to trouble or danger. If you're protecting a character, you protect them okay, but you'll suffer some or all of the harm they were going to get
- **On a failure**, you expose yourself to trouble or danger without helping

Use Violence

This is used when you are fighting something that's fighting you back.

Associated Rating: Body

- **On any success** (i.e., total 6 or more) you inflict harm on (and suffer harm from) whatever you're fighting. The amount of harm is based on the established dangers in the game. That usually means you inflict the harm rating of your weapon and your enemies inflict their attack's harm on you.
- **On a total success**, choose one extra effect:
 - You gain the advantage: For your next draw, you may reveal an additional card or give this advantage to another hunter
 - You inflict terrible harm (+1 harm).
 - You suffer less harm (-1 harm).
 - You force them where you want them.
- **On a failure**, you get your ass kicked instead. You suffer harm without returning the favor.

Manipulate Someone

This move is used to get people to do what you want, but you need to give them a reason to do it first. What counts as a reason will depend on your relationship with the person. Maybe you've given them a reason to trust you, or you offer them a reward to do it, or maybe you have real (or faked) authority.

Note: Manipulation usually doesn't work on things that aren't human.

Associated Rating: Charm

- **On a total success** then they'll do it as long as you reward them as promised.
- **On a partial success**, they'll do it, but only if you do something for them right now to show that you mean it.
- **On a failure**, your approach is completely wrong: you offend or anger the target

Investigate

Investigating can be done any number of ways: following tracks, interviewing witnesses, forensic analysis, looking up old folklore in a library, typing the monster's name into Google, capturing the monster and conducting tests on it, and so on. Anything that might give you more information about what's going on is fair game for an investigate move.

Associated Rating: Mind

The Keeper might ask you some questions, which you have to answer. It's important that your attempts to investigate (and the results you get from them) are plausible and consistent with what's happening. The Keeper may ask, "how do you find that out?" If you don't have a good answer, choose another question instead.

The Keeper will give you a choice of several questions from the following list.

<ul style="list-style-type: none">• <i>What's my best way in?</i>• <i>What's my best way out?</i>• <i>Are there any dangers we haven't noticed?</i>• <i>What's the biggest threat?</i>• <i>What's most vulnerable to me?</i>• <i>What's the best way to protect the victims?</i>	<ul style="list-style-type: none">• <i>What happened here?</i>• <i>What sort of creature is it?</i>• <i>What can it do?</i>• <i>What can hurt it?</i>• <i>Where did it go?</i>• <i>What was it going to do?</i>• <i>What is being concealed here?</i>
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- **Total success** The player may ask 3 questions.
- **Partial success** The player may ask 1 question
- **On a failure**, you might misread the situation, or you might reveal tactical details to your enemies (which means the Keeper can ask the questions above of you).

If you act on the answers, you get an additional draw ongoing while the information is relevant. For example, if you ask for the best way into the monster's lair then you'll get an additional draw while you are infiltrating it. But once you're in, the information doesn't help you anymore.

Use Magic

When you **use magic**, clearly state what you're trying to achieve and how you do the spell before revealing cards.

Associated Rating: Spirit

- **On a total success** the magic works without issues: choose your effect.
- **On a partial success**, it works imperfectly: choose your effect and a glitch. The Keeper will decide what effect the glitch has.
- **On a failure**, you lose control of the magic. This never ends well.

By default the magic has one of the effects listed below, lasts for around thirty minutes, and does not expose you to danger, unwanted attention, or side-effects. If there's a glitch that might change.

Effects:

- Inflict 1 harm
- Enchant a weapon. It gets +1 harm and becomes magical
- Do one thing that is beyond human limitations.
- Bar a place or portal to a specific person or a type of creature.
- Trap a specific person, minion, or monster.
- Evict a spirit or curse from the person, object, or place it inhabits.
- Summon a monster into the world.
- Communicate with something that you do not share a language with.
- Observe another place or time.
- Heal 1-harm from an injury, or cure a disease, or neutralize a poison.

Glitches:

- The effect is weakened.
- The effect is of short duration.
- You take 1-harm
- The magic draws immediate, unwelcome attention.
- It has a problematic side effect

The Keeper may require one or more of the following:

- The spell requires weird materials.
- The spell will take 10 seconds, 30 seconds, or 1 minute to cast.
- The spell requires ritual chanting and gestures.
- The spell requires you to draw arcane symbols.
- You need one or two people to help cast the spell.
- You need to refer to a tome of magic for the details.