

# The Thrillseeker v.4

*Monster of the Week Playbook*

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*Wooohooo!*

*Did you see that!? Monster hunting is just the best! Jumping out of planes. Stunt driving. Unknown drugs with unknown people. Nothing beats the pure fight or flight rush of going face to face with the supernatural. Plus, we are making the world a better place. Never felt more alive! Wanna do it again?*

**Luck:**

**Thrillseeker Special:** Whenever you mark Luck, also mark Experience

**Moves:**

Pick two

☐ **Catch me if you can** - when you taunt a monster, it will try to retaliate and makes you it's primary target. An intelligent Monster might react in a nonviolent manner that still targets you.

☐ **Adrenaline Rush** - Take +1 ongoing as long as your wounds are *unstable*.

☐ **Center of Attention** - When you are doing something ridiculously dangerous in front of an audience, you and hunters helping you have an additional 1-armor.

☐ **Fast Friends** - At the beginning of the Mystery roll +Charm.

10+ You have made new friends. Use them as a team.

7-9 Also pick one:

- You have a hangover
- You promised them something
- You told them something you shouldn't have

On a miss: Just pick one.

☐ **Flirting with Disaster** - When you Use Magic that you recognize as dangerous or that you have been warned about, you may roll +Charm instead of Weird.

You may choose one of these Glitches for the spell:

- The magic is terrifying.
- The magic causes collateral damage.
- You are cursed.

☐ **YOLO** - You can mark the unstable harm box to get the same effects as if you spent a Luck point. This does not trigger the *Thrillseeker Special*.

☐ **Parkour** - When you flee or pursue, you have a chance to catch up with or escape from vehicles and fast or flying monsters if the environment can be used to your advantage.

When you want to use an obstacle against someone, roll +Cool

10+ - Treat the obstacle as a 1-harm barrier

7-9 - Treat the obstacle as a 0-harm barrier

☐ **No Risk, No Fun** - When you go all in during combat, you may *Kick Some Ass* as if you rolled a 10+, but you may not choose to "suffer less harm". If you do, take -1 forward.

## Gear

You may have 1-armor in a distinct style.

**Reasonable weapon, pick two**

Butterfly knife/folding knife (1-harm hand)

Pepper Spray (0-harm close area ignore armor)

9mm (2-harm close loud)

Golf club, baseball bat, cricket bat, or hockey stick (2-harm hand innocuous messy)

Shotgun (3-harm close messy loud)

.32 revolver (2-harm close reload loud)

Hunting rifle (2-harm far loud)

#### **and one over the top weapon**

Katana (2-harm hand messy)

Deagle (3-harm close loud)

Elephant Gun (4-harm far slow loud unreliable)

Crossbow (2-harm close slow)

Explosives (4-harm close area messy loud)

Flamethrower (3-harm close fire heavy volatile)

#### **or one transportation**

Motorcycle

Sportscar

Paraglider

Small Plane

Luxury Car

Boat

### **Getting Started**

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

**Look**, pick one from each list:

- Man, Woman, Boy, Girl, Transgressive, Nonconforming
- Cherubic face, Haggard face, Symmetric face, Pierced face, Young face, Stunning face, Famous face
- Tourist Clothes, Protective gear, Preppy clothes, Sports clothes, Casual wear, Risqué clothes, Subcultural clothes

**Ratings**, pick one line:

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

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

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

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

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

## **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 Thrillseeker 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 had a short passionate love affair, ask them who broke it up and who wanted it to become more.
- You know each other through the same extreme sport. Ask them if you were teammates or rivals

- You just chatted them up in an unlikely situation and won them over. Tell them how you met.
- This hunter is one of the few people you will listen to when they try to keep you out of danger.
- This hunter introduced you to the ultimate thrill of monster-hunting. Ask them how that happened.
- You dismissed this hunter as a coward at first. Ask them how they proved themselves to you.
- Your use of Social Media Engagement spoiled one of this character's secrets. What was it and what will it take to forgive you?
- This hunter is the only one who always enjoys your stories. Ask them which of your adventures they liked best.
- Your irresponsibility hurt this hunter. Figure out what happened together.

## Leveling Up

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 Cool max +3.

Get +1 Charm max +2.

Get +1 Tough max +2.

Get +1 Sharp max +2.

Take another Thrillseeker move.

Take another Thrillseeker move.

Take a move from another playbook.

Take a move from another playbook.

Get back one used luck point.

Get an additional Health Box

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.

Get back one used luck point.