

ALWAYS ON THE ROAD RUN

"Another town, another monster."

You're a travelling hunter team. Every week is a new town with a new problem.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and two asset selections.
- Put on some music and hit the road.

STYLE AND IMPROVEMENT

Pick one of these styles (and the associated improvement question):

- ☐ **Family:** You're all family, or as good as. At the end of each session, ask: "Did we talk about—or pointedly not talk about—something that was troubling a team member?"
- ☐ **Vocation:** Someone has to do it, and you happened to be able. At the end of each session, ask: "Did we save the people we went there to protect?"
- ☐ **Excitement:** Monster hunting sure is a new thrill every time. At the end of each session, ask: "Did we take extremely dangerous risks?"
- ☐ **Custom:** What's your story? _____
At the end of each session, ask: " _____
_____?"

At the end of each session, answer this question. If yes, gain one improvement mark. If yes and it came up a lot, gain two improvement marks.

Improvement marks: ☐☐☐☐☐

When you fill in the last improvement box, clear the improvement track and choose one of these:

- Gain a new team move.
- Gain a new team ally.
- Gain two new asset selections.
- Make the next mystery about your team enemy, giving you a chance to interfere in their plans.

ENEMIES

Choose your team's chief nemesis:

- ☐ Halphas, a demon who has it in for you.
- ☐ All the vampires.
- ☐ Dr. Crepuscule, who steals unnatural power from captured monsters.
- ☐ The King in Yellow, a god/force of corruption, decadence, and disease.
- ☐ A cabal of ghosts trying to secure the secret of returning to life.
- ☐ Something else: —

TEAM ALLIES

Choose your team allies from this list:

- ☐ Detective Barnes, a police detective who you saved from a monster way back when. They'll help you out with some information now and then, and possibly more when you're on their turf.
- ☐ Bingo, an always-online researcher into strangeness. They can put you in touch with people who need help, coordinate communication, and help you with research.
- ☐ Sapphire, who has the ability to manipulate time in certain ways. You suspect she may be very long-lived or even immortal. She is not always easy to contact, and can appear unexpectedly.
- ☐ Another group of travelling hunters, an ally team. They can back you up monster hunting—you've helped each other out several times, when things got tricky.
- ☐ Universal Cleanup Services, an ally team. A franchise that specialises in cleaning up messes like crime scenes and monster attacks.
- ☐ Someone else: —

TEAM MOVES

Choose your team moves from this list. The first one is a good default choice:

- ☐ **Home Away from Home:** Whenever you arrive in a new town, you immediately find a motel and a cafe that are friendly and welcoming. One or the other will turn out to have a connection to the mystery that brought you here, even if just by having a bystander come by.
- ☐ **Geniality:** When you meet a new person in a town you haven't visited before, roll +Charm. On a 10+, they are well-disposed towards you. On a 7-9, they're still well-disposed but the Keeper chooses one: they are marked for trouble, or they conceal something from the hunters. Additionally, when you return to a town you have already visited, you always run into the people you befriended previously.
- ☐ **Handy:** You're all good at fixing stuff. Anything broken or messed up in the course of a mystery is repaired and ready to go before the next one. Gear or assets that would be described as "totally destroyed" still need to be replaced.
- ☐ **No-stick:** You've had yourselves removed from official and law enforcement databases. You don't have to worry about "misunderstandings" from previous towns getting in the way of your hunts (unless someone got annoyed enough to make it a personal vendetta).
- ☐ **Monster Journals:** When a mystery reminds you of something you encountered before, consult your notes and tell the Keeper what you think is the same. The Keeper will say if you got it right.
If you're correct, take +1 forward to **investigate a mystery**. If you're wrong but had a good idea, take +1 forward to **read a bad situation**. If you're totally off base, the Keeper holds 1 to put you in a tight spot.
- ☐ **Something Different:** Take a move from another team playbook.
- ☐ **Change Team Style:** Pick a new team style. You now use that one instead of the one you first chose.

ASSETS

Choose from these available assets (if there are two boxes, you need to mark both to earn that asset). You start with two:

- ☒ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ ☐ **Mobile base:** A truck or bus with bunks and mystery investigation supplies on board.
- ☐ **Credentials:** Real, or as-good-as-real, identification that gets you access to law enforcement and other official contacts.
- ☐ ☐ **Lair:** A relatively secure space to use as a base. There's room for all your monster hunting gear and books, maybe even space to sleep and a kitchen.
- ☐ **Hunter Roadhouses:** A network of bars, diners, and motels where you can safely meet other monster hunters. Many are run by retired hunters.
- ☐ **Tool Kit:** One or two of your vehicles carry tool kits. You have most tools you'll need to repair or build something.
- ☐ **Mystical Ingredients Cabinet:** A box with a wide range of frequently useful supplies for magic rituals.
- ☐ **Slush Fund:** The team has access to a bank account that can pay for their day-to-day needs while monster hunting, and stretches to a big purchase every now and then. Where did it come from?
- ☐ **Armoury:** One of your cars has a well-stocked weapons chest. Each mystery, every hunter may take one extra regular weapon. Also, once per mystery, one hunter may ask the Keeper if the armoury has a particular special weapon: if yes, you can take it; if no, take +1 forward.
- ☐ **Field Medics:** You have enough supplies and training to treat one hunter per night as if they'd had a proper doctor or trip to the emergency room.
- ☐ **Custom:** _____