

## MONSTER OF THE WEEK — Quick Reference

### YOUR AGENDA AS A HUNTER:

- Act like the hero of the story — because you are.
- Make bold choices and shape your own destiny.
- Find the monsters, uncover their weaknesses, and stop them.
- Play your hunter like a real person with goals, flaws, and instincts.

### ATTRIBUTES YOU'LL ROLL WITH:

- **Cool** → staying calm, acting under pressure, helping others.
- **Tough** → fighting, protecting, physical grit.
- **Charm** → persuading, manipulating, social finesse.
- **Sharp** → investigating, reading situations, noticing details.
- **Weird** → using magic, sensing the unnatural.

### LUCK, HARM, AND HEALING:

- **Luck:** Spend to avoid harm or turn a roll into a perfect 12. Limited supply!
- **Harm:** Track injuries; 0–3 = minor, 4–7 = serious/unstable, 8+ = fatal.
- **Healing:** Rest, first aid, or magic can reduce harm

### A STANDARD PLAYER TURN:

1. **Keeper** describes the situation.
2. You describe what your hunter does.
3. If it triggers a **Move**, roll **2d6 + Attribute**.
4. Keeper narrates the outcome based on your roll.
5. Story continues — conversation flows back and forth.

### THE CORE MECHANIC:

- Roll **2d6 + Attribute** when a **Move** is triggered.
- **10+** = Success (you do it well).
- **7–9** = Partial success (you succeed, but with a cost, complication, or hard choice).
- **6 or less** = Miss (the Keeper makes a move against you).

### BASIC MOVES (THINGS EVERY HUNTER CAN DO):

- **Act Under Pressure (Cool):** Do something risky or stressful.
- **Help Out (Cool):** Aid another hunter's move.
- **Investigate a Mystery (Sharp):** Ask questions to uncover the truth.
- **Read a Bad Situation (Sharp):** Assess danger and threats.
- **Kick Some Ass (Tough):** Fight something that fights back.
- **Protect Someone (Tough):** Step in to shield an ally.
- **Manipulate Someone (Charm):** Convince or pressure someone.
- **Use Magic (Weird):** Cast spells, rituals, or supernatural effects.

### KEY TAKEAWAY

This is a **conversation-driven game**. You and the other players react in character, describe what you do, and let the dice and Keeper shape what happens next. We try to keep focus on the **hunter's choices and consequences**.