



# THE HARD CASE

*I've fought anything normal that can be fought, and I've won.  
Monsters need a beatdown, and there ain't nobody can give 'em the thrashing I can.  
So stand back, I got this.*

---

*A Monster of the Week hunter playbook.*

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

### LOOK, PICK ONE FROM EACH LIST:

- Man, woman.
- Horrific scars, masses of scars, huge scars, burn scars, talon scars, bite scars, ritual scars, torture scars.
- Street wear, tactical wear, military wear, bike leathers, thug in a suit, utility wear, jeans and t-shirt, tracksuit.

### RATINGS

Pick one line, then mark each rating on the right à

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

### MOVES

You get all the basic moves, and three **Hard Case** moves.

You get this one:

■ **Unstoppable**: When you spend Luck to avoid harm you are about to suffer, additionally remove all harm you had already suffered. Once per mystery when you are about to suffer 2-harm or more, change it to just 1-harm.

Then pick two of these:

**FINISH HIM!**: Whenever you inflict an injury of 3-harm or more, you may immediately follow up with another attack. Roll +Tough. On a 10+, double the harm you cause. On a 7-9, you inflict 1-harm extra. On a miss, you leave yourself open and vulnerable.

**Weapon Master**: When you take possession of a new weapon, you may change or remove one tag when you are using it (e.g. "heavy" becomes "ignores-armour", or "unreliable" is removed). The changed tag only applies for you. When you get this move, apply it to all your current weapons.

**Aim For The Weak Spot**: Your unarmed and hand weapon attacks all get the ignore-armour tag.

### GEAR

*Hard Case weapons, pick one:*

- Crowbar (2-harm hand messy)
- Chainsaw (3-harm hand messy unreliable loud heavy)
- Automatic shotgun (3-harm close loud reload auto)
- Huge fucking knife (2-harm hand messy)
- Hand cannon (3-harm close loud)
- Submachinegun (2-harm close reload auto)
- Battered assault rifle (3-harm close/far auto)

<b>NAME:</b>	
<b>LOOK:</b>	
<b>RATINGS</b>	
<b>CHARM:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Manipulate Someone
<b>COOL:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Act Under Pressure, Help Out
<b>SHARP:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Investigate, Read a Bad Situation
<b>TOUGH:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Kick Some Ass, Protect Someone
<b>WEIRD:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Use Magic

**Inspired Guesswork**: Once per mystery, observing a monster in action, you may investigate a mystery to discover its powers, motivations, or weaknesses. It works even if what you asked about wasn't displayed: you work it out by deduction (okay: guessing).

**Come Get Some**: You can challenge your foes to fight you alone, maybe in words or maybe just by being the biggest, baddest bastard in the team. Roll +Tough. On a 10+ they all go for you. On a 7-9 they go for you, mainly, but maybe one or two of your comrades are getting marked too. On a miss, they come for you harder than you expected.

**Property Damage**: You can smash your way through almost anything. If it is at all possible to destroy an inanimate object with the tools at your disposal, you can roll +Sharp to work out how. On a 10+ you can pulverize it, no trouble. On a 7-9 it will either take a long time, or you can't break it all down – your choice. On a miss, you hurt yourself getting it done, or get trapped in a bad spot.

*Normal weapons, pick two:*

- .38 revolver (2-harm close reload loud)
- Shotgun (3-harm close messy)
- Hunting rifle (2-harm far loud)
- 9mm (2-harm close loud)
- Big knife (1-harm hand)
- Magnum (3-harm close reload loud)

## 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 Hard Case 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:

Hunter	History	Notes
	They're blood kin – a sibling (usually younger) or parent. Ask them how you fit into the family.	
	You beat the tar out of them one time. Ask them why. Then tell them why you work together now.	
	They saw you lose control one time and go on a rampage. Tell them what triggered it, then ask them what you did.	
	You respect each other as comrades-in-arms: the two toughest bastards in this outfit.	
	You respect their brains – someone with that many ideas, you want them on your side.	
	Friends from your time as a soldier/cop/mob enforcer/fight club/etc. Decide between you exactly where you became friends.	
	Romantically involved or you have an unrequited crush on them. Ask them which it is.	
	You would have gone to Jesus this one time, but they patched you up in time to keep you alive.	

## LUCK

You can mark off a Luck box to *either* change a roll you just made to a 12, as if you had rolled that; *or* change a wound you have just taken to count as just 0-harm. If your Luck boxes all get filled, you've run out of good luck.

Okay        Doomed

## HARM

When you suffer harm, mark off the number of boxes equal to harm suffered. More than four harm is especially dangerous.

Okay       Dying      Unstable:  (*Unstable injuries will worsen as time passes*)

## LEVELING UP

Experience:

Whenever you roll and get a total of 6 or less, or when a move 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 list below.

## IMPROVEMENTS:

- Get +1 Tough, max +3
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Get +1 Weird, max +2
- Take another Hard Case move
- Take another Hard Case move
- Gain command of a team of monster hunters.
- Add another harm box to your track, before Dying.
- 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, from the list 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.
- Add another harm box to your track, before Dying.

## **GAINING A TEAM OF MONSTER HUNTERS UNDER YOUR COMMAND**

If you get command of a team, you get a whole team of people to help you out. A team is made up of several people (usually 2-6 of them).

You might already know the team members, or they might be new to the game.

The team gets one of the types listed below. The motivation tells the Keeper how they should act.

For a team, when working as a team they will act in accordance with the motivation, but members might have their own individual motivations when on their own time.

Team types:

- Ally: subordinate (motivation: to follow your exact instructions)
- Ally: lieutenant (motivation: to execute the spirit of your instructions)
- Ally: friend (motivation: to provide emotional support)
- Ally: bodyguard (motivation: to intercept danger)
- Ally: confidante (motivation: to give you advice and perspective)
- Ally: backup (motivation: to stand with you)

If your team members don't have names yet, pick them now. Decide any special skills they bring.

**NOTES (TEAM, MOVES, HOLDS, ETC)**