



# THE CHANGELING

*I don't know what's happening to me! I'm normal!  
This isn't supposed to happen to normal people!  
I just want everything to go back to the way it was before!*

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*A Monster of the Week hunter playbook.*

To make your Changeling, 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, boy, girl.
- Odd colorations, alluring voice, frightful aura, strange eyes, wings, or other odd feature.
- Friendly face, alluring face, laughing face, trustworthy face, average face, serious face, sensual face
- Normal clothes, ragged clothes, casual clothes, goth clothes, sporty clothes, work clothes, street clothes, nerdy clothes.

### RATINGS

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

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

### MOVES

You get all the basic moves, and four Changeling moves.

You get this one:

■ **Glamour:** Your appearance is noticeably inhuman, making it difficult for you to interact with bystanders and other normal people. However, if you stay calm, you can maintain an illusion of humanity. You can also use your glamour to automatically succeed on a manipulate someone as if you had rolled a 10, but if you do then later on you reveal an inhuman feature at a bad time

And three more:

**Know When to Bluff:** Something about you makes other monsters cautious and you know how to play off of that. Roll +Sharp. On a 10+ you give the impression of being much more dangerous than you really are and the monster will avoid combat for the entire encounter, preferring to talk. On a 7-9 You've bought some time, but the monster will realize you're mostly bluffing eventually. On a miss, the monster laughs as he realizes you're completely in over your head and you take a -1 forward to affect him.

**Nature over Nurture:** The way you were raised is clearly dominant over your instincts. If you persist in your goals in the face of your Unknown Heritage you gain a +1 Forward. If you give up, you only suffer a -1 ongoing for that scene or encounter, not the whole session.

**Inhuman Talent:** You have a particular theme of magic that you are exceptionally skilled with. Perhaps its plant magic, controlling cloth or illusions. When you Use Magic, you gain a +1 to rolls if you remain within that theme.

**They are my people:** Once per session, when you move to protect a bystander or a human hunter from harm, you can act as if you rolled a 12.

**Constant Companion:** You have acquired a friend some-

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

how connected to your magical background. This could be a pixie, a magical animal, a goblin or other mythical creature. Optionally, it might also be a human friend who keeps you grounded in your humanity. Either way this operates as an ally. You determine the exact nature of the companion. Choose one of the following categories.

- Subordinate (motivation: to follow your exact instructions)
- Lieutenant (motivation: to execute the spirit of your instructions)
- Friend (motivation: to provide emotional support)
- Bodyguard (motivation: to intercept danger)
- Confidante (motivation: to give you advice and perspective.)
- Backup (motivation: to stand with you)

**The Uncorrupted:** You are a rare, pure example of a particular type of supernatural that is generally only seen in a corrupted and evil form. You gain a +1 when you Act Under Pressure to resist that type of creature's powers. However, taking this move will mean that your corrupted people will be drawn to either kill or corrupt you as well.

**Force of Nature:** You have a supernatural means of attack. This is related to your particular heritage and could be

lightning, maddening illusions, summoned insect swarms, magically created blades or anything else. Choose two of the following features including at least one base attack.

- Base – Psychic Assault – 1 harm close ignores armor, magic
- Base – Energy Assault – 2 harm close (appropriate energy tag)
- Base – Summon Assault – 2 harm close messy
- Swarm – Add “Area”
- Intense – +1 Harm
- Flexible – add either Hand or Far range

**Lockdown:** You have a method of bringing the enemy to a halt. This is related to your particular heritage and could be a petrifying gaze, illusionary maze they must traverse in their minds, freezing them in a block of ice or something else. Roll +Weird. On a 10+ the target will be immobile for the remainder of the scene. On a 7-9 the target will be immobile for only as long as the Changeling focuses their attention on them. On a miss, the lockdown fails dramatically, possibly causing backlash to the Changeling or people surrounding the target. **The target cannot be harmed while the lockdown is maintained.** Keeper and Monster moves can still allow the target to escape, but should be used sparingly.

**Faerie Trods:** Your unknown nature allows you to commune with local benign spirits such as pixies, brownies, elementals, kami, dryads or animal totems. You may roll +Weird to Investigate the Mystery by questioning these other locals. If you do so, you may also ask the following questions.

- Is there anywhere that the supernatural environment is being affected?
- How long has it been in the area?
- When did it first arrive?

Last, but not least, the Changeling always has the temptation to ask one other question, which may not directly benefit the current mystery.

- What do you know about me?

## UNKNOWN HERITAGE

Your non-human or psychic heritage has some pitfalls that you would be forewarned about if you were raised by your proper family. Choose three tags.

**Dietary Requirement** – Your physiology requires something specific in order to remain healthy. Alternately, there are foods which are perfectly fine for other people which you can't eat without being severely ill or at risk of death.

**Reputation** – Whatever you are, it or they have a reputation that you are expected to live up to. Good reputations can be just as problematic as evil reputations in this case.

**Pain:** You haven't been properly trained in the use of your powers and because of this, you sometimes experience crippling pain.

**Emotional Use** – Sometimes when your emotions are riding high, your powers activate on their own and this is rarely a good thing.

**Erratic Power** – Sometimes your power fizzles when you most

If the character gains any useful knowledge of himself from the locals, he can mark one experience.

Note that these minor spirits often have limited or unusual perspectives and thus might not give as complete an answer as a human with the same information would.

**Renewal:** The Changeling can focus her powers to advance the healing of those around her. Once per session when the hunters get a chance to rest and recover, the Changeling can roll +Weird. On a 10+ every Hunter resting in the same building as her recovers 3 harm that day. On a 7-9 every hunter recovers 2 harm that day. On a miss, everyone in the building is plagued by strange, possibly disturbing thoughts and dreams and no one recovers anything.

**Set to Nature:** The Changeling may try to remove a supernatural transformative curse or infection. Roll +Weird. On a 10+ the curse or infection is removed entirely. On a 7-9 the curse or infection is reset back to its starting point, granting the victim more time to find another cure. On a miss, the end manifestation is influenced by the nature of the Changeling (a gorgon failing to cure the onset of vampirism would find her friend becoming a rather snake-ish vampire.) This may only be attempted once per infection or curse.

**Strange Paths:** The Changeling can walk (or drive) between the worlds, however, as she is lacking proper tutelage, she doesn't know the ways very well. Once per mystery you may travel by rolling +Weird. On a 10+ the Changeling can find a path to the desired location in much shorter time than the team would otherwise have traveled. On a 7-9 the Changeling finds a path through, but they experience some trouble that may delay them. Examples include:

- They come out only part of the way to their destination. Or they overshoot the destination.
- They encounter natives of the Ways who demand a toll of some sort. (money, food, blood, conversation...)
- They get momentarily lost and arrive later than desired but still quicker than they otherwise would have.

On a miss, they arrive later than intended or else have a major mishap occur within the Way.

need it, sometimes it comes out too powerful.

**Strange Thoughts** – All teenagers find strange feelings coming over them, but you have emotions truly unusual for most humans.

**Madness** – Rather than force your body to withstand the rigors of your uncontrolled power, you tax your mind instead. The fits are passing, so far, but if someone doesn't teach you how to properly control yourself then you might find yourself becoming permanently insane.

**Sensory Bombardment** – You have senses you haven't been trained to deal with, whether physical or mental, and sometimes the clash of information is too much for you to deal with.

**Alienation** – Your human family reacted poorly when your supernatural heritage started to develop. Almost no one you knew from the old days will have anything to do with you. If you're a

minor, you haven't been reported as missing. The feeling of abandonment creates a behavior that makes strangers have difficulty trusting you above and beyond just your inhuman appearance, enhancing your feeling of alienation. You can still have a companion while suffering from feelings of alienation.

Allergy – You have a weakness. Something that would normally be harmless to humans causes you great pain from mere contact.

Repulsion – Some substance, sound or object repulses you greatly. You can't even bare the slightest smell, sound or sight of

it.

Attraction – Some substance, sound or object attracts you greatly. You can barely pull yourself away from it.

Obsession – Whether it's possible or not, you're obsessed with going back to being normal. You have a tendency to look for any possible solution to “fixing” yourself, even things other people consider to be obvious scams or traps. You may even jeopardize the current mystery to pursue a new lead. Alternately, you might be obsessed with learning more about your true nature.

The Keeper can use these tags to present obstacles or dangers to your goals. These would present a small scene which your character must surpass. If he succeeds in pushing through whatever obstacle his heritage places in front of him, perhaps by earning a bystander's trust despite your alienation tag, you mark an experience. If you fail to overcome the obstacle, perhaps by deciding to pursue a cure, then you take a -1 ongoing for the rest of the session due to the loss of confidence and other mental strain.

Act Under Pressure is likely to be a common move faced in these circumstances, but others can be used as well.

## GEAR

You have a few remnants of your old life and a weapon to serve your new one:

*Transportation, choose one:*

Skateboard

Roller Skates

Bicycle

Old Pickup Truck

Motorcycle

Van

Fairly new car in decent condition

Classic Car in poor condition

*Weapon, pick one:*

Golf Club/Baseball Bat/Cricket Bat/Hockey Stick (2 harm hand innocuous messy)

Useful Knife/multi-tool (1 harm hand useful small)

Small handgun (2 harm close loud)

Hunting Rifle (3 harm far loud reload)

Sledge-hammer/Fire-axe (3 harm hand messy)

Talisman or Artifact (1 harm magic close ignore armor)

*Momentos and Gear, choose two:*

A childhood toy

A laptop

A knapsack/backpack/purse

An mp3 player/mobile gaming platform

Photo keepsakes

A locket/ring/necklace/other jewelry

A favorite piece of clothing

A journal

Letters or email from home (unlikely if alienated)

## 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 Changeling 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 first explained to you that you weren't human. Ask them how they realized and tell them how you reacted.                            |       |
|        | You suspect that they know more about your heritage than they are telling.   |       |
|        | They tried to slay you, but eventually decided you were innocent or at least not evil. Ask them what convinced them.                     |       |
|        | You see them as your anchor to humanity. Ask them if they're a stable choice or not.   |       |
|        | You are romantically involved with them or one of their close relatives. Decide amongst yourselves the exact nature of the relationship. |       |
|        | They treat you as bait to bring in bigger prey. This may be a facade, ask them what their true feelings are.                             |       |
|        | They claim you and your kind are part of their destiny. Tell them what your reaction to that is.   |       |
|        | They see you as a protege to train for hunting. Ask them how persistent they are in this agenda.   |       |
|        | One of you saved the other's life once before. Tell them which of you saved whose life. Ask them what the details were.                  |       |

## 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 of 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 a highlighted rating, or 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:

- |   |  |
|---|--|
| <input type="checkbox"/> Get +1 Weird, max +3         | <input type="checkbox"/> Take another Changeling move                                    |
| <input type="checkbox"/> Get +1 Cool, max +2          | <input type="checkbox"/> Meet another Changeling of a different sort who becomes an ally |
| <input type="checkbox"/> Get +1 Sharp, max +2         | <input type="checkbox"/> Mark Use Magic as Advanced                                      |
| <input type="checkbox"/> Get +1 Charm, max +2         | <input type="checkbox"/> Take a move from another playbook                               |
| <input type="checkbox"/> Take another Changeling move | <input type="checkbox"/> 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

- |  |  |
|--|--|
| <input type="checkbox"/> Get +1 to any rating, max +3. | <input type="checkbox"/> 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.

Choose one of the following:

- A human community that has accepted you for what you are. Create similar to Professional's Agency, with only one Asset and one Red Tape.
- A supernatural sect based on your heritage, loyal to you. Create similar to Initiate's Sect with one positive and one negative tag.
- A supernatural realm you've discovered and claimed. Create similar to Expert's Haven with two options.

May take the following option:

- Gate – You can enter this realm from any location by performing Use Magic.

Change or remove one Unknown Heritage tag. This doesn't mean it has gone away, you might still have alien thoughts for example, but they no longer interfere in your life.

Your character “retires” to evil and becomes a Threat. Either she gave in to her heritage, was corrupted by others or else is pursuing what she believes to be the greater good, but the end result is that she is a threat.

Your character “retires” to a position of supernatural responsibility that prevents them from involving themselves in mortal matters. For example, sacrificing themselves to entrap an evil in an eternal stalemate within an alternate plane of existence. Or becoming an integral part of the natural cycle of the seasons.

## UNKNOWN HERITAGE

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

This is a hunter playbook for **MONSTER OF THE WEEK**. Find out more at <http://genericgames.co.nz>