

ALLY MOVES

A mini-supplement for Monster of the Week, by Michael Sands.

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The Keeper may use these when a hunter **ally** has a chance to take action, just like you would with a **Keeper** or **threat move**. Unlike the other **moves** you use as Keeper, the **ally moves** don't directly cause trouble for hunters, although they might complicate things as a side-effect.

For all these moves, they depend on what's been established about the ally. What skills and knowledge do they have? What else are they good at? What gear do they have access to? Use these facts about the ally to decide how the move happens. Take their **ally type** into account here as well.

E.g.: When you send your ally police forensic investigator to investigate clues about an attack, they'll have access to good tools for analysing physical clues. If you send an ally amateur detective, you might get witness reports and speculation about what could be going on. And if you send out your ally who's a cold, hardened monster fighter maybe they get nothing much because they scared everyone.

For an ally team, the moves are the same. However when you describe what happens, keep in mind that the team might disagree with each other (and the hunters) about tactics, and also that they can split up to do multiple things at once or cover more ground.

Moves for individual allies and ally teams:

- Research or investigate to find information, and later report in with what they found.
- Help a hunter. Treat it as a mixed success: the hunter gets +1 forward but the ally exposes themselves to consequences.
- Join a hunter's attack on a monster or minion (the hunter adds in the ally's harm rating, but exposes themselves to danger).
- Give a hunter advice, based on their knowledge of the situation.
- Have their own thing going on, that they need some help with.
- Lend a hunter some gear that's needed right now (if it's something they would have).
- When a hunter asks them to do something, if it's reasonable, go and do it.
- Guard something.
- Escort bystanders to safety.
- Get hurt or lose some gear while doing something dangerous.
- Turn up in the nick of time.
- Be too busy at the moment, for what the hunter wants.
- Need some explanation or reassurance.
- Tell a story from their past, or reminisce about some shared history with a hunter.
- Repair or build something.