

MONSTER OF THE WEEK EXTRA: SPECIAL MOVES

So, some of the hunter playbooks get a special move when they spend Luck. I realised only after the revised edition was complete that really *every* hunter should have a special move that goes with their luck.

So, here they are!

(I've included the existing ones just to have them all available for reference in one place).

CHOSEN SPECIAL

When you spend a Luck, something from your Fate will come up in play.

CROOKED SPECIAL

When you spend a Luck, someone from your past will re-appear in your life. Soon.

DIVINE SPECIAL

When you spend a Luck, you get word that your Mission requires something to be done urgently.

EXPERT SPECIAL

When you spend a Luck, you'll discover something happening now is related to something you were involved in. Maybe directly, or maybe someone else is dabbling in the same area.

FLAKE SPECIAL

When you spend a Luck, pick an aspect of the current situation. The Keeper will tell you what other conspiracies that aspect is connected to (if that aspect wasn't part of another conspiracy, it is now).

INITIATE SPECIAL

When you spend a Luck, something goes wrong for your Sect: an ill-advised project, or a disastrous operation. It might be your fault, or due to the Sect's bad traditions.

MONSTROUS SPECIAL

When you spend a Luck, your monster side gains power. Your Curse may be temporarily stronger, or another disadvantage of your Breed manifests.

MUNDANE SPECIAL

When you spend a Luck, you will find something weird (and maybe even useful).

PROFESSIONAL SPECIAL

When you spend a Luck, your next mission from the Agency comes with lots of Red Tape.

SPELL-SLINGER SPECIAL

When you spend a Luck, the official council of wizards is going to poke their nose into your business.

SPOOKY SPECIAL

When you spend a Luck, your Dark Side's needs will grow nastier.

WRONGED SPECIAL

When you spend a Luck, you find a dangerous lead on your prey. Maybe they know you're coming, or even set the lead up to lure you in.

EXILE SPECIAL

When you spend a Luck, you'll find something from your original life.

HARD CASE SPECIAL

When you spend a Luck, an enemy from your past comes back into your life.

MEDDLING KID SPECIAL

When you spend a Luck, you will see something you weren't supposed to see.

SNOOP SPECIAL

When you spend a Luck, you're going to suffer some technical difficulties.

SUMMONED SPECIAL

When you spend a Luck, another Sign of the Apocalypse will come to pass. When you have spent all your luck, the Apocalypse begins.