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# THE EMPATH

*You've always known- felt... more than others. But you were never sure what that meant until... the event. Now you're on a quest to control your powers, one way or another.*

- CHARM** • *Manipulate someone*
- COOL** • *Act under pressure*  
• *Help out*
- SHARP** • *Investigate a Mystery*  
• *Read a Bad Situation*
- TOUGH** • *Kick Some Ass*  
• *Protect Someone*
- WEIRD** • *Use Magic*

**LUCK** Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay  Doomed

**HARM** When you reach 4 or more, mark unstable.

Okay  Dying

Unstable

**EXPERIENCE**

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

## COMBAT MAGIC

As a result of your psychic prowess, you can use your magic to help and hurt. When you use these spells to **Kick Some Ass**, roll Weird instead. Sometimes the spell may require you to **Act Under Pressure** to fire off the spell without problems.

Your combat spells can combine any of your base spells with any of your effects.

**Combat magic, pick three effects**

**(with at least one base):**

**Bases:**

- Blast:** 2-harm magic close obvious loud
- Dart:** 1-harm magic far subtle quiet
- Wave:** 1-harm magic area close obvious loud
- Wall:** 1-harm magic barrier close 1-armour obvious

**Effects:**

- Psychic:** Add +2 psychic damage to your attack. If you roll a 10+, take no harm. If you roll below 10+, the psychic energy takes its toll on you: take 1-harm.
- Mind Prison:** When you succeed on an attack, add "restraining" to the tags as the enemy is trapped in their own mind. They must roll **Act Under Pressure** to escape; otherwise, they escape when they are next attacked.
- Drain:** Add "life drain" to a base (ignore armour)
- Impenetrable:** Add -1 harm +2 armour to any barrier.
- Physical Manifestations:** A weapon you choose (does not have to be your own) is temporarily infused with your psychic energy. Add 1-harm messy ignore armour.
- Gets The Job Done:** Add +1 harm forceful to any base.

## MOVES

You get all the basic moves and three Empath moves. You have this one:

- Innate Empathy:** When you look into someone's eyes, you feel their current emotional state as if it is your own. In addition to this, when you want to find a specific memory, or detect their emotional state regarding something that is not presently happening, **Use Magic** to do so- normal rules apply for glitches. You may use this on other Hunters, but on a successful roll, **they** decide whether to accept it. If they do, they may mark experience.
- Otherworldly Form:** Your psychic energy manifests as a physical form that covers your body and you control. While you are in this form, roll advantage on **Use Magic** and gain +2 forward to all **Kick Some Ass**. However, on failed rolls, take 1 harm as the power of the energy exhausts you. This form is **obvious**, and will draw unwelcome attention- take -1 to **Act Under Pressure**.
- Psychic Imprint:** You can sense emotional imprints left on objects. If the scene you're investigating is one where an intense emotional event occurred (murder, attack, etc.) take a +1 to **Investigate a Mystery**.
- Unfortunate Insight:** You can ask extra questions for **Read A Bad Situation**: Should we run or fight? Is there a better way to handle this monster? And what magic is at play here?
- Monster/Martyr:** You can trade harm with a willing party by way of psychic link, either way, for up to 2 harm. It cannot be reduced by this move in any way.
- Leaning Into It:** When you use **Innate Empathy** and use that information to try to **Manipulate Someone**, take +1 forward.
- Bending Reality:** At the beginning of the session, roll twice. You may, at any point, choose to take one of these rolls instead of the one you make, or give one of them to another hunter. You may choose between the rolls, but can only swap out one roll per session.

## GEAR

You don't need much, outside of your natural ability. But you can pick one if you'd like, just in case:

- Pocket knife (1-harm hand)
- Old pistol (2-harm close reload loud)
- Baseball bat (1-harm blunt messy innocuous)

## GETTING STARTED

To make your Empath, first pick a name. Decide the "event" that awakened your abilities. Then follow the instructions in this playbook to decide your look, ratings, combat magic, moves, and gear. Finally, introduce yourself and pick history.

**PRONOUNS:** \_\_\_\_\_

## LOOK

- Harsh face, moon-like face, unfathomable face, average face.
- Unwashed clothes, witchy clothes, PTA mom clothes.

## RATINGS, PICK ONE LINE

- Charm=0, Cool+1, Sharp-1, Tough+2, Weird+1
- Charm-1, Cool=0, Sharp+1, Tough=0, Weird=+3
- Charm+1, Cool+2, Sharp=0, Tough-1, Weird=+2
- Charm=0, Cool-1, Sharp+1, Tough+1, Weird+2
- Charm+1, Cool=0, Sharp=0, Tough-1, Weird+3

## 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 Empath by name, look, and pronouns, and tell the group what they know about you.

## HISTORY

Go around the group again. On your turn, pick one for each of the other hunters:

- They knew you, back before your Empathic abilities were awakened. Ask if they know now, and, if they do, how they reacted when they found out.
- They remind you of who you are when you get lost in your abilities.
- They were present for *that* moment: the one where you discovered your power.
- You have a, to this point, unspoken romantic tension. Decide together how long it's been going on.
- You accidentally saw something in them they'd rather have kept a secret. Ask what it is.
- You're relatives. Decide together whether close or distant.
- You had a vision, when you first got your abilities They appeared in it.
- You were at odds back in high school. You've both grown and realize how petty your rivalry was.

## LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list:

- Get +1 Tough, max +2
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Get +1 Weird, max +3
- Take another Empath move
- Take another Empath move
- Take another Combat Magic effect
- Get back one used Luck point
- Take another playbook move
- Take another playbook move

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

## ADVANCED

- Get +1 to any rating, max +3
- Change this hunter to a new type
- Get a second hunter to play, as well as this one.
- Mark two basic moves as Advanced.
- Mark another two of the basic moves as Advanced.
- Retire this hunter to safety.
- Learn the true source of your power. Speak with your Keeper about the effect this may have, either mechanically or story-wise.
- Get back one used Luck point