

THE SIDEKICK

I don't know much about the occult or monsters, or this whole deal. But I found a Hero. Someone better than me. They need a hand now and then, to do the heroic stuff. Someday, maybe, I can be a big damn hero too.

- ☐ **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

Sidekick special: Whenever you spend a Luck point, you'll get a chance to do something heroic.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐☐☐ Dying

Unstable: ☐

EXPERIENCE

Experience: ☐☐☐☐☐

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

MOVES

You get all the basic moves, plus three Sidekick moves. You get this one:

- ☒ **There's no "I" in "team":** You get +1 on all help out rolls, or +2 if it's for your hero.

Then pick two of these:

- ☐ **Caddy:** You carry all your hero's stuff around. That means you can use anything from their gear list, unless they are currently holding it. If it's something that there would be a bunch of, or some spares, you can use it even if they are.
- ☐ **As You Wish:** Mark experience whenever your hero orders or requests that you do something you don't want to do, and you go ahead and do it anyway.
- ☐ **Eek!:** When a monster (or anyone really) appears on the scene and you find a hiding spot, roll +Sharp. On a 10+, you hide in the best nearby spot before the monster sees you. On a 7-9, pick one of these:
 - You hide okay, but the monster is now between you and escape.
 - You hide okay for now, but your hiding spot is bound to be spotted soon.
 - You hide okay, but leave something important out in the open.
- ☐ **Bodyguard:** If something bad is going to happen to your hero, your comrades, or a bystander, and you are right there, you may throw yourself in harm's way. Whatever was going to happen to them happens to you instead, and you mark experience.
- ☐ **Me Too!:** If your hero makes a roll for a move, and you copy what they did, making the same move, you may choose not to roll. Instead, use your hero's die roll (but adjusted with your own rating).
- ☐ **I Can Make You Look Good:** If you are helping out your hero, you may swap one or both your dice with theirs, as long as you come out with the lowest total. Calculate your results as if you had each rolled the dice you now have in front of you.
- ☐ **Apprentice:** Take a move that your hero has.

GEAR

Pick one item from your hero's gear options, and one sidekick weapon.

Hero item: _____

Sidekick weapons, pick one:

- ☐ Handgun (2-harm close reload loud)
- ☐ Shotgun (3-harm close messy)
- ☐ Baseball bat (2-harm hand)
- ☐ Stun gun (1-harm hand stun)
- ☐ Big knife (1-harm hand)



GETTING STARTED

To make your Sidekick, first pick a name. Then follow the instructions in this playbook to decide your hero, look, ratings, moves, and gear. Finally, introduce yourself and pick history.

HERO

Pick one of the other hunters to be your hero. This is the person you decided is such an awesome monster hunter that you are going to spend your time helping them out. Think about the hero and decide what your relationship is. Perhaps they're an older sibling, a parent, a friend who was always better than you, perhaps they saved you from a monster, or you found out about their monster hunting by accident. Check with the hero's player, to make sure they're okay with it.

When your hero's player has picked their ratings, ask them which is highest. You've been trying to be like them, so you get an extra +1 to that rating. If they have a tie for highest, you can pick which one you put your +1 on.

Pronouns: _____

LOOK

Check your hero's choices in their playbook. Pick one from each line from that playbook, and copy at least one of the choices they made.

RATINGS, PICK ONE LINE:

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

Remember to take +1 on your hero's best rating as well!

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 Sidekick 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:

- (For the hero) This hunter is your hero.
- This hunter makes you a bit jealous of their relationship with your hero.
- This hunter has been your friend for many years. Where did you meet?
- This hunter bonded with you after defeating a monster together, the first time you worked as a team. What was it?
- This hunter knew you back when you were a nobody. Tell them something about the person you used to be, something you're now ashamed of.
- This hunter introduced you to your hero.
- This hunter saved your life when you were distracted, so you owe them big time.
- This hunter's pretty great, they could have almost been your hero. Tell them why they're not quite as good.

LEVELING UP

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 Sharp, max +3
- ☐ Get +1 Charm, max +3
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Tough, max +2
- ☐ Take another Sidekick move
- ☐ Take another Sidekick move
- ☐ Gain an ally: another sidekick for your hero, but junior to you
- ☐ Change playbooks to be the same as your hero. This overrides the general rule that only one of each playbook may be in use.
- ☐ 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
- ☐ Create 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
- ☐ Get back one used Luck point
- ☐ Pick a new hero. All moves that mention your hero now apply to the new hero