

ALTERNATIVE WEIRD BASIC MOVES

By Michael Sands

These optional rules allow your hunters to have different Weird basic moves, instead of everyone having access to **use magic**. These rules are intended for games that place more emphasis on weird science and paranormal powers than *Monster of the Week*'s default occultism and magic.

If you use this rule, **use magic** is no longer a basic move for all hunters. Instead, all hunters pick a weirdness move from **how are you weird?** (See below.)

Any hunter playbook moves that change how you would normally **use magic** now apply to the new move (if it doesn't directly apply, come up with an appropriate adjustment with the agreement of your group—perhaps that hunter can now **use magic** with the modifications applied).

CASTING SPELLS WITHOUT USE MAGIC

Hunters who do not have **use magic** as their Weirdness move must treat any spell as big magic. The Keeper may wish to pick requirements towards the lighter end of the spectrum if the spell's effects will be at the level of **use magic**.

Big magic still works the same for everyone, but you may adjust the requirements so they have a more 'weird science' style when appropriate.



YOUR MYTHOLOGY

As with all custom moves, you should consider how this works with your world's mythology. Many of these weirdness moves make certain things true in your world.

For instance, if a hunter chooses **past lives** then it becomes true that some people are reincarnated and can remember their previous lives. If someone takes **illuminated**, there must be some Secret Masters out there with some plan for the world (or something pretending to be that).

Perhaps some of these options aren't appropriate. Some of these new moves might be rare. Consider that along with your concept as you pick which one is right for your hunter. Check that the whole group is on board with your choice.

HOW ARE YOU WEIRD?

Choose one of the following as your basic move for Weird:

- **Empath** (page 18)
- **Illuminated** (page 19)
- **No limits** (page 20)
- **Past lives** (page 20)
- **Sensitive** (page 21)
- **Telekinesis** (page 22)
- **Trust your gut** (page 21)
- **Use magic** (as in vanilla *Monster of the Week*)
- **Weird science** (page 23)

If none of these weirdness moves seem appropriate, use:

- **Trust your gut** or **no limits** for a relatively mundane hunter.
- **Weird science** for a curious, scientific minded hunter.
- **Sensitive** or **empath** for those with psychic potential.
- **Use magic** for anyone else.

These are the weirdness moves that have the smallest implications for your game's mythology.

THE NEW WEIRD MOVES

EMPATH

When you **open up your brain to feel the emotions of something right there in front of you**, roll +Weird:

- On a 10 or more, you gain a clear impression of their current emotional state and intentions. Take +1 forward when acting on this knowledge.
- On a 7-9, you gain a hazy impression of their current emotional state and intentions.
- On a miss, your brain is overwhelmed with emotion.

Advanced Empath. When you advance your **empath** move, add this:

- On a 12 or more, you get an impression (as for 10 or more), and you may ask one follow-up question that the Keeper will answer honestly.

You can use **empath** on anything with emotions (e.g. animals and some monsters), but the less human they are, the less it's safe for you. If the emotions are especially strong or alien, you might need to **act under pressure** regardless of how successful your roll was.





ILLUMINATED

You have become enlightened, and sometimes receive information telepathically from the Secret Masters.

The Secret Masters are the benevolent conspiracy fighting to make society (or the universe) perfect. At least, that's what they told you.

Sometimes, at the Keeper's discretion, they proactively send you information, advice, or orders.

When you **telepathically ask the Secret Masters for aid**, roll +Weird:

- On a 10 or more, the Secret Masters reveal a key fact, clue, or technique that will help you.
- On a 7-9, the Secret Masters need you to complete a task for them. Once it is done, they reveal a key fact, clue, or technique that will help you.
- On a miss, the Secret Masters' reply is terrible, garbled, or somehow dangerously wrong.

Advanced Illuminated. When you advance your **illuminated** move, add this:

- On a 12 or more, the Secret Masters reveal a key fact, clue, or technique that will help you. You may ask one follow-up question that the Keeper will answer honestly.

Keeper: Create the Secret Masters as a threat—consider using the new conspiracy 'Phenomenon' type (page 24). If more than one hunter is **illuminated**, the group decides if all the Secret Masters are united or at odds.

NO LIMITS

When you **push your physical body past its limits**, roll +Weird:

- On a 10 or more, your body obeys your will, to the limits of physical possibility (see below), for a moment.
- On a 7-9, you do it but choose one consequence: suffer 1-harm, take -1 forward, or you need to rest right now.
- On a miss, something goes horribly wrong.

Advanced No Limits. If you advance your **no limits** move, add this:

- On a 12 or more, you can continue acting at your body's limits for 30 seconds.

For the purposes of this move, “physical possibility” means “conceivably possible for a human.” For example:

- **Physically Possible:** Lift an SUV, Jump over a truck, Punch through a wall.
- **Not Physically Possible:** Lift a building, Fly, Punch a blast of energy at a foe.

PAST LIVES

When you **channel your previous incarnations to discover something**, pose your question and roll +Weird:

- On a 10 or more, a past life has something useful to offer. Ask the Keeper two of the questions below.
- On a 7-9, a past life has a little experience with this. Ask the Keeper one of the questions below.
- On a miss, a past life takes over for a while.

Advanced Past Lives. If you advance your **past lives** move, add this:

- On a 12 or more, a past life knows exactly what you were after. Ask the Keeper one of the questions below, and one free-form question. Gain +1 ongoing while acting on the answers.

Past Lives questions:

- What did a past life discover about _____?
- How did a past life deal with _____?
- What important hidden secret can a past life show me the way to?
- What did a past life learn too late to help them?
- What does a past life advise me to do now?

You should note down the names and time periods of your previous lives for future reference. They can't overlap in time, but otherwise may be from any time or place.

SENSITIVE

When you **open up your brain to the psychic environment**, roll +Weird:

- On a 10 or more, you gain a definite impression (a vision, tangible aura, overheard thought, etc) about something important.
- On a 7-9, you gain a hazy impression about something important.
- On a miss, your brain makes contact with something dangerous.

Advanced Sensitive. When you advance your **sensitive** move, add this:

- On a 12 or more, you get an impression as for 10 or more, plus you may ask one follow-up question that the Keeper will answer honestly.

Although you will find out something important, it won't necessarily relate to your current concerns or the mystery you are investigating right now.

TRUST YOUR GUT

When you **consult your instincts about what to do next**, roll +Weird:

- On a 10 or more, the Keeper will tell where you should go. Wherever that is, it will be important. You get +1 ongoing on the way to this place.
- On a 7-9, the Keeper will tell you a general direction to go. Take +1 forward as you explore that.
- On a miss, your instincts lead you into danger.

Advanced Trust Your Gut. If you advance your **trust your gut** move, add this:

- On a 12 or more, in addition to the usual 10+ result, the Keeper will tell you about one important thing you should investigate further.

Your gut feelings will point you somewhere important, but they do not care about your conscious concerns. To your gut, the current mystery is just one important thing amongst many.



TELEKINESIS

When you **fling something with your mind**, roll +Weird:

- On a 10 or more, you move it. Choose two options and mark 1-harm.
- On a 7-9, you move it but it hurts. Choose one option and mark 2-harm.
- On a miss, something goes horribly wrong.

By default you can move something smaller than a person. You don't have much control, and you can't move it strongly enough to hurt anything.

Telekinesis options (anything not picked is not true):

- Something is held fast.
- Something is hurt (2-harm smash).
- Something catches fire.
- You can fling something bigger than a person.
- You keep it basically under your control.
- You suffer 1 less harm.

Advanced Telekinesis. When you advance your **telekinesis** move, add this:

- On a 12 or more, choose three options. You may also choose from these advanced options:
 - Something explodes (3-harm close fire area messy)
 - Something implodes (3-harm close crush)
 - Lots of stuff is flying under your control.
 - You have perfect and precise control over exactly what happens.



WEIRD SCIENCE

When you **create or adapt a device to analyse or deal with strangeness**, say what it will do and roll +Weird:

- On a 10 or more, you pick two requirements.
- On a 7-9, you pick one requirement and the Keeper picks a second one.
- On a miss, something goes horribly wrong. You are still able to create your device, but the Keeper picks three requirements.

Weird science requirements:

- It needs a rare and/or weird material.
- It won't be very reliable.
- It requires huge amounts of power or fuel.
- It will take a long time to get it working.
- It won't work exactly as you intended.
- You'll need help (beyond the hunters on your team) to finish it.

Advanced Weird Science. When you advance your weird science move, add this:

- On a 12 or more, you gain +1 ongoing when operating the device.