

# SUNSET — KILLS

## WHAT IS THIS GAME?

Sunset Kills is a tabletop roleplaying game about a family or group of friends who investigate supernatural mysteries and fight the monsters trying to take over their town. It's a little bit horror, a little bit drama, and a little bit campy comedy in the vein of shows like *Charmed* and *Buffy the Vampire Slayer*.

Instead of a board or a screen, the game happens as a conversation between you and up to four friends. Sometimes someone will say something that triggers rules to kick in, and often these rules will include rolling dice to see if what happens is good, bad or a bit of both. The goal of the game is to tell a story together, playing to find out what happens as the story unfolds.

## WHERE DOES THIS GAME TAKE PLACE?

Sunset Hills, Florida: A sleepy college town lucky enough to have its own indoor mall, zoo and minor league baseball team. Unfortunately, it's also unlucky enough to be situated over the Shadowgate, a nexus of supernatural energies and a portal used by demons to enter our world. Thankfully, Sunset Hills is home to a small band of heroes willing to battle the monstrous forces that would take over the world. In this game, you play those heroes.

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**Created by**  
Jesse Ross

### Inspirations

*Monster of the Week* by Michael Sands  
*Apocalypse World* by Vincent and Meguey Baker  
*World of Dungeons* and *Lady Blackbird* by John Harper  
*Buffy the Vampire Slayer* by Joss Whedon  
*Charmed* by Constance M. Burge  
*Crazyhead* by Howard Overman

### Playtesters

Jeff Thompson and Jesse Robb

### Special Thanks

Jason Tocci, Gerrit Reininghaus and the members of The Gauntlet gaming community

## HOW DO I PLAY THIS GAME?

First things first, print this document out and grab a handful of standard six-sided dice and pencils.

Then, find a few friends to play with. One player—probably you—will act as the game master (GM) and your friends will take on the roles of the main characters in the story you'll all tell together. There are four character playbooks representing common tropes in monster hunting shows (*The Chosen*, *The Snoop*, *The Occultist* and *The Monstrous*), so you can easily play with up to four friends. Instead of one of those playbooks, you, as the GM, get the GM playbook and the rest of this document to help you run the game.

Let your friends look through the playbooks and pick who they want to be. They only need to do three things up front: pick a name, decide which Stat they want to increase, and pick their Move(s) (*The Chosen* and *The Monstrous* only get to pick one Move, but they get to make a choice within one of their pre-selected Moves). If they're having a hard time with their Stats and Moves, you can always let them figure those out after the game starts.

Tell everyone that their characters are a family or group of friends who regularly hunt monsters together. We'll find out why and how during play.

For your first scene, open in the middle of the action. Give the hunters a monster to fight different than the main monster of the session, and let the players feel out their character. Give them a taste for the system by trying to trigger some of the player rules. These rules are called Moves and Keys, and their triggering phrase always starts with "when you...". So your job right now is to set up situations that put the players in a position where the action they take fits that triggering phrase. If they haven't figured out their Stats or Moves, now is a good time to lock those in.

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## WHAT IS THE FLOW OF THE GAME?

A session of Sunset Kills generally follows this classic story arc:

- The characters learn something strange is happening, perhaps via a friend, a news report or by meeting a victim. If you can tie this to the opening fight, even better.
- The characters run across direct evidence of the monster. They might even run into the monster itself, but a fight should be impossible. This encounter should give them just enough info about the monster's nature and goals that they can get back to safety and research or prepare.
- The monster strikes again, this time closer to home. In the fight that ensues, there should be some kind of complication or setback. Perhaps the hunters had incomplete information about the situation or didn't fully understand the threat posed by the monster. If you want there to be a plot twist, this is where the twist happens.
- The hunters do the last of their preparations to truly face the threat, and then proceed to track the monster down on its own turf.
- The hunters confront the monster and have the big final showdown.
- The hunters head back to safety and deal with any real life consequences from their monster hunt.
- The story ends with an epilogue where the audience catches a glimpse of the monster returning, or some follow up that telegraphs that the hunt will continue.

Your story doesn't need to follow this arc exactly, or even necessarily follow it at all. But if you feel stuck or aren't sure what should come next, take a look at this list and see if you can hit one of the story beats. Expected stories and tropes aren't always fun when you're the audience, but when you're acting as both audience and participant, they can be surprisingly entertaining and satisfying.

## EXAMPLE OF PLAY

**GM:** Brinn, you did not expect a routine night of patrolling to leave you in a headlock, huffing the sweaty, furry armpit of a werewolf. Hayes, what do you do to help Brinn get free?

**Hayes (The Occultist):** I picked *Attuned* for one of my Moves. Can I try to do a magic spell?

**GM:** Totally! What does it look like when you use magic?

**Hayes:** I have a book that has all my spells, and I scramble to pull it out of the messenger bag I keep it in. I flip through it and start chanting in this weird language. Some sparks fly off the tips of my fingers.

**GM:** Nice. Let's have you roll.

**Hayes:** I got a 1 and a 4, so that's only 5.

**GM:** Don't forget to add your Weird Stat.

**Hayes:** Oh, right! I have 1 dot in that, but I didn't assign my other Stat dot yet. I'm going to put it in Weird so that it has 2 dots. So 5 from my roll, plus 2 Weird gives me 7. I get to choose an Effect and a Glitch for my spell.

**GM:** Sounds good. While you think about that, let's check in with Jonah. Jonah, how are you helping?

**Jonah (The Snoop):** I'm jumping around, taunting the werewolf and trying to distract it to give Brinn an opening. "Come at me, furball!"

**GM:** That's definitely dangerous, so unless you picked *Foolhardy*, let's have you roll the *Risky* Move.

**Jonah:** Right, I picked *Curious* and *Lucky*, so *Risky* it is.

**GM:** It sounds like you're trying to be clever and psych the werewolf out, so does a roll plus *Sharp* sound good?

**Jonah:** Makes sense. What are some consequences?

**GM:** Good question. Jonah, you were definitely the one the werewolf tried to attack before Brinn stepped in. If you miss this roll, the werewolf is coming straight for you and you'll probably take some Harm.

**Jonah:** Well good thing I rolled 4 and 6, plus 1 from my *Sharp*, so that's an 11.

**GM:** Awesome roll. You psych the werewolf out no problem and it lunges for you and misses. In the confusion, it drops you out of the headlock, Brinn, so what do you do?

**Brinn (The Chosen):** Whew, just in time because it was getting smelly in there! I picked Vampires for the monster I'm *Lethal* against, but I still want to wallop it. So, *Risky* plus *Tough*?

**GM:** Yep. *Tough* sounds good for that punch.

**Brinn:** I got 3, 4, plus 2 *Tough* is 9. How much Harm do I do?

**GM:** You deal 1 Harm, since you got at least 7. But a *Risky* roll between 7 and 9 means there's a cost. We'll find out the cost in a second. Hayes, you fire off that spell. What does it do?

**Hayes:** I definitely want to hold the monster in place for Brinn to finish it off. For my Glitch, let's say it causes unwanted attention, but I don't know who notices us.

**GM:** Brinn, the cost from your 7 to 9 is that right before the werewolf gets frozen by Hayes's spell, it lets out a massive howl. Everything is still for a minute, then you see the glowing eyes in the darkness as the rest of its pack focuses its attention on you and their now-frozen alpha...

# THE GM

You are the game master. You're equal parts actor, narrator, referee and director. It's your job to keep the story moving by bringing trouble into the lives of the characters, all the while shining the spotlight on them.

## YOUR MOVE

Unlike the other players, you have just this one Move, but you never have to roll when you use it.

## REACT

When the players look to you for what's next, or after a player rolls a 6-, pick one of the following:

- Give them a difficult decision to make.
- Turn their Move back on them.
- Inflict Harm that fits the situation.
- Put someone in a bad spot.
- Hint at dangers to come.
- Show what a monster is doing elsewhere.
- Reveal a monster.
- Use a monster's special ability.

You can always cut away from the character whose player just rolled a 6- and shine the spotlight on another character while you figure out what option makes the most sense. Dramatically leaving them hanging is encouraged.

When a monster or other danger inflicts Harm, it typically does 1-3 Harm, depending on the severity of the attack. Monsters don't need to just attack though. They can use special abilities that make sense for the type of monster they are: vampires can take on the form of mist or a demon can control fire. If it fits the monster's folklore, feel free to include it in your game.

## YOUR PRINCIPLES

Following these principles will make your game more engaging, immersive and fun. Whenever you speak, try to do the following:

### Address the characters, not the players.

If your friend's name is Jeff, but he's playing a character called Jillian, don't say "Jeff, what does Jillian do?" or "Jeff, what do you do?" Instead, say "Jillian, what do you do?". This helps everyone think of the players as the characters and gets each player in their own character's head.

### Make the characters' lives exciting and dangerous.

You're here to be a fan of the characters and make their lives interesting. Just like with a TV show you love, you should root for the characters and hope they succeed, but you also want to see them in dangerous scenarios so they have something to succeed against.

### Make the world spooky but believable.

The town of Sunset Hills is a lot like other towns you know. Most of the people who live there have regular old jobs and interests. They don't know about the monsters living in their town, and when things get weird, they blame it on things they can understand. Even when the high school gymnasium burns down.

### Make side characters memorable and give them goals.

The other players are the main characters. Everyone else who appears in the game—meaning everyone you portray—is a side character. They still have things they want to do, whether that's just make it to payday, or open up a portal to Hell. In addition to goals, give them a way for the other players to recognize them when you portray or describe them: a distinctive voice, a way of walking, a verbal tic.

### Ask pointed questions and build on the answers.

Players are naturally invested in things they've had a hand in creating. Ask players lots and lots of questions about their characters, and use their answers as the spark for the next fire the characters have to put out.

### Present dilemmas you don't have a solution to.

Instead of having a story all planned out, you should play to find out what happens. That means that you don't need to know what happens next. Throw problems at the other characters and see what they come up with for dealing with them.

# 36 MONSTER MISSIONS

## DEMONS

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- A local musician sold their soul but now wants out of the contract.
- A demon has escaped from Hell and the Devil recruits you to recover them.
- ◻ A demon masquerades as a local TV news anchor in order to spread chaos on air.
- ◻ Some teenagers find an ancient grimoire to summon a wish-granting demon.
- ◻ If a multi-level marketing company recruits enough employees, a portal to hell will open.
- ◻ An exorcist runs a scam by summoning demons and charging people to remove them.

## SHIFTERS

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- A friend of the team starts acting strangely as rumors of a werewolf spread.
- Silver jewelry is stolen from pawn shops as a rival hunter seeks ammunition for a trophy.
- ◻ Werigators and wererats are waging a war in the sewer system.
- ◻ A local sports team's performance-enhancing drug has lycanthropy as a side-effect.
- ◻ A strange beast shows up on zoo security footage the same night a rare animal goes missing.
- ◻ People are kidnapped and wrapped in webs as a werespider gets ready to lay her eggs.

For the main monster of the game, you can use any monster you want. Something fairly recognizable from folklore or urban legends is a good choice. If you're doing a one-shot and one of your friends picked *The Chosen* playbook, you should probably make the main monster the type that they are adept against.

## GHOSTS

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- A friend of the team is possessed by an old enemy out for revenge.
- A new street drug causes people to see and commune with spirits.
- ◻ Near-fatal accidents at a theme park are the work of a spectral ex-employee.
- ◻ A ghostly mobster tries to finally pull off the failed bank heist which killed him.
- ◻ The cast of a paranormal reality show get in over their heads with an actual haunted house.
- ◻ A real medium uses ghosts to destroy the career of a fake but popular rival medium.

## VAMPIRES

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- An exclusive club opens in town, but it's really a front for a vampire family.
- A woman who disappeared 33 years ago is seen wandering the streets, un-aged.
- ◻ Multiple nursing home patients are found drained of blood but smiling peacefully.
- ◻ A subway expansion project discovers catacombs lined with arcane symbols.
- ◻ Joggers claim a giant bat-like creature bit them and tried to carry them off last night.
- ◻ An evening blood drive is too tempting for the local vampire population.

Here are 36 session ideas, six for each monster type defined by *The Chosen* and *The Monstrous* playbooks.

Pick one, or roll two dice to get one at random.

## GOLEMS

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- A mad scientist created the perfect human, but the creation is out of control.
- A popular toy is imbued with life and made to serve a magical thief.
- ◻ The medical school is facing a severe cadaver shortage due to one strange student's experiment.
- ◻ A golem bodyguard failed to protect their ward and seeks retribution.
- ◻ A fired factory worker discovers the factory has replaced all workers with frankensteins.
- ◻ A wooden boy needs help finding his lost creator, who has crafted some less-than-innocent creations.

## ZOMBIES

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- Waste from a chemicals company leaks into a cemetery and raises the dead.
- A new service offers to clone dead pets, but actually revives them with horrific side-effects.
- ◻ The annual zombie pub crawl is disrupted by real zombies.
- ◻ An Egyptologist obtains an artifact that wakes a museum mummy and their undead retinue.
- ◻ A butcher shop starts a black-market brain business for peculiar clientele.
- ◻ A crossword-solving zombie targets trivia game show contestants.

# THE CHOSEN

It's your destiny to hunt the things that lurk in the shadows. You protect your family, your friends, your community and the world at large. But how long can you keep from becoming what you hunt?

## YOUR NAME

Brinn, Brolin, Dante, Finn, Hiro, Kale, Kamala, Naomi, Odessa, Steph, Taedra, Yara, \_\_\_\_\_

## YOUR STATS

Add 1 dot to any Stat.

- ○ ○ **COOL** For acting smoothly or with charm.
- ○ ○ **SHARP** For acting cleverly or with precision.
- ○ ○ **TOUGH** For acting forcefully or with endurance.
- ○ ○ **WEIRD** For acting obliquely or with magic.

## ROLLING THE DICE

When a Move tells you to roll, roll 2 six-sided dice, add them together, then add the number of dots for the Stat indicated. If Move says that you have Advantage, instead of rolling 2 dice, roll 3 dice and take the best 2.

If you're rolling to inflict Harm, a 7+ deals 1 Harm. The GM may increase that, at their discretion.

## YOUR HARM

When you suffer Harm, mark the first available box. You can clear 1 Harm by resting, or more with aid.

Injured  |  Dead

## YOUR MOVES

You get *Risky*, *Lethal* and 1 more.

### ● RISKY

When you do something risky, ask the GM what some possible consequences are, then roll + whatever Stat seems most appropriate. On a 10+, you do it without complications. On a 7-9, you do it, but there's a cost. On a 6-, things don't go well and you're in trouble.

### ● LETHAL

You know how to efficiently dispatch one particular kind of monster. Pick which one:

- Demons     Ghosts     Golems
- Shifters     Vampires     Zombies

When you attack this type of monster, roll + whatever Stat seems most appropriate. On a 10+, pick 2. On a 7-9, pick 1. On a 7+, you deal Harm equal to your lower die from this roll and...

- You vanquish a small group of minions of this type.
- You put your enemy where you want them.
- You avoid taking Harm.

### ○ COMMANDING

When you enter a dangerous situation with flair, roll + Cool. On 10+, everyone stops what they're doing to hear what you have to say. On a 7-9, pick one person or monster to stop what they're doing and pay attention to you until you're done talking.

### ○ RELIABLE

When you're far from the action and desperately needed, roll + Tough. On a 10+, you miraculously show up, ready to join the fray. On a 7-9, you show up, but are unprepared or caught off guard.

### ○ PROTECTIVE

It's your duty to defend others from the malicious forces of the world. When someone you care about takes Harm while near you, you can step in the way to protect them, take their Harm for them and get Advantage on your next roll.

## YOUR KEYS

You can mark each Key once per session. Clear all of your marked Keys at the start of a new session.

### DEVOTED

You have a duty to rid the world of evil, whether you want to or not. When you put your normal life on hold due to the hunt, mark the box above and mark 1 Experience box below.

### MARTYR

Monster-hunting is your burden alone. When you slip off to hunt on your own, mark the box above and mark 1 Experience box below.

### THRILLSEEKER

Just because it's your job, doesn't mean it can't be fun. When you make things harder for yourself just to look good doing it, mark the box above and mark 1 Experience box below.

## NOTES AND PORTRAIT

### EXPERIENCE

Mark 1 box when you roll 6- or mark a Key. At any time, clear all 3 boxes to get a new Move, or add 1 dot to a Stat.

# THE SNEOP

You were perfectly content just going about your life, but then the mouth of hell opened up right in front of you. So you found this monster-hunting team, and you figure you might as well do your part to help out.

## YOUR NAME

Abdi, Alexis, Connor, Daphne, Eddie, Javier, Jonah, Molly, Oscar, Petra, Samira, Zara, \_\_\_\_\_

## YOUR STATS

Add 1 dot to any Stat.

- ○ ○ **COOL** For acting smoothly or with charm.
- ○ ○ **SHARP** For acting cleverly or with precision.
- ○ ○ **TOUGH** For acting forcefully or with endurance.
- ○ ○ **WEIRD** For acting obliquely or with magic.

## ROLLING THE DICE

When a Move tells you to roll, roll 2 six-sided dice, add them together, then add the number of dots for the Stat indicated. If Move says that you have Advantage, instead of rolling 2 dice, roll 3 dice and take the best 2.

If you're rolling to inflict Harm, a 7+ deals 1 Harm. The GM may increase that, at their discretion.

## YOUR HARM

When you suffer Harm, mark the first available box. You can clear 1 Harm by resting, or more with aid.

Injured  |  Dead

## YOUR MOVES

You get *Risky* and 2 more.

### ● RISKY

When you do something risky, ask the GM what some possible consequences are, then roll + whatever Stat seems most appropriate. On a 10+, you do it without complications. On a 7-9, you do it, but there's a cost. On a 6-, things don't go well and you're in trouble.

### ○ CURIOUS

When you go poking around where you don't belong, roll + Sharp. On a 10+, ask the GM 3 of the following questions. On a 7-9, ask the GM 1.

- What's my best way in or out?
- Who or what here is not what they seem?
- What happened here recently?
- What here is the greatest danger to me?
- Whose turf is this?

### ○ FOOLHARDY

When you charge into immediate danger without planning ahead, roll + Cool. On a 10+, pick 1. On a 7-9, pick 1, but you take 1 Harm.

- You distract whatever's there long enough to give a friend Advantage on their next roll against it.
- You grab something without being caught.
- You help someone get free.

### ○ HONEST

When you tell a mundie what's really going on in order to keep them safe, roll + Cool. On a 10+ they do what they're told. On a 7-9 they do it, but the GM will have them freak out, ask too many questions, or otherwise delay your plan of getting them to safety.

### ○ LUCKY

When you want to stumble across something important, tell the GM. You will find something, but it might not be obvious how it connects to your current predicament.

## YOUR KEYS

You can mark each Key once per session. Clear all of your marked Keys at the start of a new session.

### BAIT

You just can't stay out of trouble. When you put yourself in a position to get captured by a monster, mark the box above and mark 1 Experience box below.

### BUDDY

Adventures are better when you do them together. When you convince a friend to take you along with them somewhere, mark the box above and mark 1 Experience box below.

### OPTIMIST

You try to find the bright side of everything, even monsters. When you point out how things could be worse, mark the box above and mark 1 Experience box below.

## NOTES AND PORTRAIT

## EXPERIENCE

Mark 1 box when you roll 6- or mark a Key. At any time, clear all 3 boxes to get a new Move, or add 1 dot to a Stat.

# THE OCCULTIST

You dedicated yourself to studying the supernatural. You have read every book you can find on every kind of obscure monster. You might not be the strongest or the fastest, but your knowledge is the best weapon.

## YOUR NAME

Ambrose, Bea, Franklin, Gareth, Indira, Jillian, Hayes, Laurel, Moira, Rav, Rosalyn, Zachariah, \_\_\_\_\_

## YOUR STATS

Add 1 dot to any Stat.

- COOL** For acting smoothly or with charm.
- SHARP** For acting cleverly or with precision.
- TOUGH** For acting forcefully or with endurance.
- WEIRD** For acting obliquely or with magic.

## ROLLING THE DICE

When a Move tells you to roll, roll 2 six-sided dice, add them together, then add the number of dots for the Stat indicated. If Move says that you have Advantage, instead of rolling 2 dice, roll 3 dice and take the best 2.

If you're rolling to inflict Harm, a 7+ deals 1 Harm. The GM may increase that, at their discretion.

## YOUR HARM

When you suffer Harm, mark the first available box. You can clear 1 Harm by resting, or more with aid.

Injured  |  Dead

## YOUR MOVES

You get *Risky* and 2 more.

### ● RISKY

When you do something risky, ask the GM what some possible consequences are, then roll + whatever Stat seems most appropriate. On a 10+, you do it without complications. On a 7-9, you do it, but there's a cost. On a 6-, things don't go well and you're in trouble.

### ○ ATTUNED

You can channel magical forces and bend them to your will. When you use magic, roll + Weir. On a 7+, choose an effect. On a 7-9, also choose a glitch.

Effects

- Inflict or heal 1 Harm.
- Do one thing beyond human abilities.
- Hold a person or monster in place.
- Summon a monster.
- See across space and time.

Glitches

- The effect is weakened or shortened.
- You take 1 Harm.
- It causes unwanted attention or other side effect.

### ○ PREPARED

You have access to custom monster-hunting equipment. When you use this equipment, say what it is and mark 1 box above. Clear all 3 boxes at the start of a new session or at the GM's discretion.

### ○ SIGHTED

You can see and commune with ghosts and other normally invisible creatures. You can also detect wards, illusions, charms and curses. When you attempt to counteract them, roll with Advantage.

### ○ STUDIOUS

When you stay behind to pore over occult tomes, roll + Sharp. For everyone who helps you, add +1. On a 10+, ask 3 questions about your predicament. On a 7-9, ask 2. On a 6-, ask 1 and the GM will tell you how what you learn is going to be a problem.

## YOUR KEYS

You can mark each Key once per session. Clear all of your marked Keys at the start of a new session.

### MYSTERIOUS

You have a secretive past. When you reveal how a current problem is connected to your old life, mark the box above and mark 1 Experience box below.

### SCHOLAR

You are well-read. When you share something you've read about the monster you're hunting (though your knowledge may later turn out to be incomplete), mark the box above and mark 1 Experience box below.

### TEMPTED

You are lured by the promise of unimaginable power. When you accept aid from a dangerous entity beyond your control, mark the box above and mark 1 Experience box below.

## NOTES AND PORTRAIT

### EXPERIENCE

Mark 1 box when you roll 6- or mark a Key. At any time, clear all 3 boxes to get a new Move, or add 1 dot to a Stat.

# THE MONSTROUS

You feel the rage. But you fight it. You're not really human now, but you have to protect those who are. That way, they won't look at you like all the other monsters. That way, fighting the rage is less lonely.

## YOUR NAME

Aria, Asher, Cass, Eve, Giselle, Jackson, Lucian, Nia, Seth, Tamara, Victoria, William, \_\_\_\_\_

## YOUR STATS

Add 1 dot to any Stat.

- COOL** For acting smoothly or with charm.
- SHARP** For acting cleverly or with precision.
- TOUGH** For acting forcefully or with endurance.
- WEIRD** For acting obliquely or with magic.

## ROLLING THE DICE

When a Move tells you to roll, roll 2 six-sided dice, add them together, then add the number of dots for the Stat indicated. If Move says that you have Advantage, instead of rolling 2 dice, roll 3 dice and take the best 2.

If you're rolling to inflict Harm, a 7+ deals 1 Harm. The GM may increase that, at their discretion.

## YOUR HARM

When you suffer Harm, mark the first available box. You can clear 1 Harm by resting, or more with aid.

Injured  |  Dead

## YOUR MOVES

You get *Risky*, *Terrifying* and 1 more.

### ● RISKY

When you do something risky, ask the GM what some possible consequences are, then roll + whatever Stat seems most appropriate. On a 10+, you do it without complications. On a 7-9, you do it, but there's a cost. On a 6-, things don't go well and you're in trouble.

### ● TERRIFYING

You pretend to be human even though you're a monster. Pick which kind:

- Demon  Ghost  Golem
- Shifter  Vampire  Zombie

When you reveal your monstrous form, roll + Weir. On a 10+, choose 3. On a 7-9, choose 2.

- Your next attack deals +1 Harm.
- Your next attack deals *an additional* +1 Harm.
- You have supernatural movement or senses.
- You don't attract unwanted attention.

### ○ DOMINANT

You can possess, hypnotize or supernaturally intimidate others. When you try to dominate someone, roll + whatever Stat seems most appropriate. On a 10+, all 3. On a 7-9, choose 2.

- They follow your command exactly.
- They don't realize what you did to them.
- They don't become unhinged.

### ○ TALONED

You have natural weapons such as claws or fangs. When you attack using them, roll with Advantage.

### ○ VITAL

You are very hard to destroy. When you have been killed, roll + Tough. On a 10+, choose 3. On a 7-9, choose 2. On a 6-, choose 1. When you return...

- You have 0 Harm (instead of 5 Harm).
- You have been knocked out for just a few minutes.
- You aren't in a compromised position.
- You don't bring something with you across the veil.

## YOUR KEYS

You can mark each Key once per session. Clear all of your marked Keys at the start of a new session.

### CURSED

Sometimes the monster gets out. When you allow the GM to momentarily take control of you (they'll tell you what they intend to do beforehand), mark the box above and mark 1 Experience box below.

### HUNGRY

You have an unnatural hunger for blood, flesh, fear or something else. When you indulge your hunger at an inopportune moment, mark the box above and mark 1 Experience box below.

### OUTCAST

You don't belong here anymore. When you accidentally reveal your true form somewhere public, mark the box above and mark 1 Experience box below.

## NOTES AND PORTRAIT

### EXPERIENCE

Mark 1 box when you roll 6- or mark a Key. At any time, clear all 3 boxes to get a new Move, or add 1 dot to a Stat.