

Monsters are real. You have known for a while and tirelessly try to rid the world of their existence. You have seen friends and family die in grisly ways during the pursuit of one horrible thing or another. Sometimes you wonder if it is worth it. You don't always win. There is no fame, glory, or money in it. Still, you carry on against all odds. Because what else is there to do if you know what's at stake? Give up? God maybe has. Hunters never do.

► Frenemies

- 1 Aiden, busy crossroads demon. Needs souls.
- 2 Alex, hunter turned werewolf. Wants peace.
- 3 Alistair, cunning demon. Wants to run hell.
- 4 Baily, happy librarian. Procures rare books.
- 5 Bastien, rogue angel. Just wants to help.
- 6 Carson, gruff supplier of curios. Wants out.
- 7 Cassidy, resolute sheriff. Wants to know.
- 8 Dana, psychic medium. Wants to learn.
- 9 Dylan, veteran hunter. Wants to be alone.
- 10 Evan, nosy FBI Agent. Wants an arrest.
- 11 Finley, afraid shapeshifter. Needs friends.
- 12 Grayson, vengeful angel. Has no remorse.
- 13 Hayden, sad former prophet. Wants to talk.
- 14 Jesse, motel receptionist. Wants money.
- 15 Jo, eager, young person. Wants to impress.
- 16 Keegan, ancient vampire. Needs a safe place.
- 17 Kieran, old werewolf. Wants to do good.
- 18 Logan, stoic truck driver. Wants to live.
- 19 Morgan, ancient witch. Wants a relic.
- 20 Parker, naive hacker. Just wants to nerd out.

► Locations

- 1 Abandoned farm on a misty day.
- 2 Burned out apartment at midday.
- 3 Busy coffee shop during rush hour.
- 4 Cluttered junkyard on a cloudy day.
- 5 Convention center during an event.
- 6 Crappy cabin in the Woods at dawn.
- 7 Dense forest during a foggy afternoon.
- 8 Derelict warehouse during a storm.
- 9 Disgusting sewers after heavy rain.
- 10 Gaudy, run-down motel at night.
- 11 Rusty cage somewhere in Hell.
- 12 Meat processing plant after business hours.
- 13 Messy antique shop after closing.
- 14 Neat family home in a quiet neighborhood.
- 15 Nice, well run diner on a sunny day.
- 16 Old graveyard on a cloudy, full moon night.
- 17 Quiet school hall with flickering lights.
- 18 Seedy truck stop during drizzling rain.
- 19 Sheriff's office jail cell during the weekend.
- 20 Well kept psychic store at closing time.

► Tabloid Headlines

- 1 5-WEEK OLD BABY WALKS AND TALKS!
- 2 ALIEN TRAINING CAMP FOUND!
- 3 BABY BORN TO WEREWOLF DAD!
- 4 CAPTURED BIGFOOT ESCAPES—KILLS 2!
- 5 COLOSSAL PREDATOR TERROR!
- 6 DOLLHOUSE IS HAUNTED!
- 7 GIANT POLAR MONSTER ATTACKS!
- 8 HALF-MAN HALF-ALLIGATOR!
- 9 HEALING HANDS CAN CURE YOU!
- 10 HELL-HOUNDS ATE MY CAT!
- 11 HUBBY'S BAD BREATH KILLS WIFE!
- 12 INSIDE THE GATES OF HELL!
- 13 MANAGER KILLED BY FUR COAT!
- 14 MAN HATCHES FROM EGG!
- 15 COMPUTER VIRUS INFECTS HUMANS!
- 16 PRIEST EXPLODES DURING EXORCISM!
- 17 REDNECK VAMPIRE ATTACKS!
- 18 10 LOST COMMANDMENTS FOUND!
- 19 THE AMAZING CLAY MAN!
- 20 WOMEN GIVES BIRTH TO ANGEL!

► Threats

- 1 **DEMON:** making deals or otherwise securing souls or working for hell. Possesses humans.
- 2 **GHOST:** The soul of a deceased unwilling to leave. Going mad, the longer they stay.
- 3 **GHOUL:** Usually feed on the dead, can take on the shape of anyone they have eaten.
- 4 **HUMAN:** Driven mad by reading occult writings or encountering the paranormal.
- 5 **REVENANT:** Dead people who don't believe they are dead. Driven by unfinished business.
- 6 **SHAPESHIFTER:** Can take the form anyone they see by shedding their skin. Human-like.
- 7 **VAMPIRE:** Hunts humans for blood in groups or nests. Immortal and hard to kill.
- 8 **WENDIGO:** Consumes human flesh and abducts people for "storage." Excellent hunter.
- 9 **WEREWOLF:** A wolf-human hybrid that hunts for flesh. Needs a pack to stay sane.
- 10 **WITCH:** Man or women practicing magic. Either learned or naturally gifted.



CARRY ON

LO-FI MONSTER HUNTERS • A 24XX HACK

MARCUS BURGGRAF

RULES

PLAY: Players describe what their characters do. The game moderator (GM) advises when an action is impossible, requires extra steps, demands a cost, or presents an avoidable risk. Players only roll to avoid risks.

ROLLING: Roll a *d6 skill die* — higher with a relevant skill, or *d4* if *hindered* by injury or circumstances. If *helped* by circumstances, roll an extra *d6*; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

1–2 Disaster. Suffer the full risk. GM decides if you succeed at all. If risking death, you die.

3–4 Setback. A lesser consequence or partial success. If risking death, you're maimed.

5+ Success. The higher the roll, the better.

If success can't get you what you want (*You shoot it, but its unaffected*), you'll at least get useful info or set up an advantage.

LOAD: Carry as much as makes sense, but more than one *bulky* item may *hinder* you at times.

ADVANCEMENT: After a hunt, increase a skill (*none*→*d8*→*d10*→*d12*). Choose: Increase *Luck* by 1, select a new *Knack* or gain 1\$ (bundle of cash).

BONDS: Between hunts, play out a scene with a partner to increase your *bond die* with them (*none*→*d4*→*d6*→*d8*→*d10*→*d12*). When you *help* each other, by action or motivation, roll your *skill die*, your partners *skill die* and the *bond die*. Count only the best result between all three.

DEFENSE: Characters start with 5 *Luck*. When you suffer harm from a bad roll, you can either spend 1 *Luck* or say how one of your items breaks to avoid harm. At 0 *Luck*, you die. You regain *d4+1 Luck* at the end of a hunt. When you have a *bond* you can share *Luck*.

HARM: Injuries take time and/or medical attention to heal. If killed, roll a new character to be introduced ASAP. Favor inclusion over realism. At the start of a new season you can bring back any dead character with a wild tale of how they survived or returned.

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CHARACTERS

► Choose your character's expertise.

FIGHTER: Skilled (*d8*) any 2 of *Hand-to-hand, Shooting, Driving*. Take a *Weapon*.

LOOKOUT: Increase (*d8*) any 2 of *Climbing, Stealth, Tracking*. Take a *Weapon*.

MENTOR: Increase (*d8*) any 2 of *Contacts, Motivation, Research*. Take a *Curio*.

OCCULTIST: Increase (*d8*) any 2 of *Deception, Occultism, Research*. Take a *Curio*.

ROOKIE: Increase (*d8*) any 2 of *Hand-to-hand, Machinery, Running*. Take 1 *Luck*.

SCROUNGER: Increase (*d8*) any 2 of *Forgery, Lock-Picking, Sleight of Hand*. Take 1\$.

SLEUTH: Increase (*d8*) any 2 of *Hacking, Persuasion, Reading People*. Take a *Tool*.

► Take or increase 3 skills, using these or others *Climbing, Contacts, Deception, Driving, Hacking, Forgery, Hand-to-hand, Intimidation, Lock-Picking, Machinery, Medicine, Motivation, Occultism, Persuasion, Reading People, Research, Running, Shooting, Sleight of Hand, Stealth, Tracking*

► You start with a burner phone, a weapon, and \$1. Most items cost \$1. Ignore trivial transactions (e.g., *crowbar, fast food, newspaper*).

ARMOR: *Leather Jacket* (break once) *Bulletproof Vest* (*bulky*, break up to 2×), etc.

MELEE WEAPONS: *Baseball Bat* (*bulky*), *Knife, Sword* (*bulky*), etc.

RANGED WEAPONS: *Pistol, Revolver, Rifle* (*bulky*), *Shotgun* (*bulky*), *Taser*, etc.

TOOLS: *Camping Kit* (*bulky*), *Climbing Gear* (*bulky*), *First Aid Kit, Forgery Tools, Lock-picks, Portable Computer, Repair Tools* (*bulky*), *Surveillance Kit* (*bulky*), etc.

CURIOS: These items can *help* when fighting supernatural threats or have other, unique, uses. *Blessed Cross, Codex of Exorcisms, Demon Killing Colt, Folio of Sigils, Holy Water, Lexicon of Cryptids, Old Hunter Journal, Rock Salt Shells, Sacred Blade, Silver tipped Bullets, Tome of Rituals*, etc.

KNACKS

► Invent or choose a *Knack* for your hunter.

HUNTER KNACKS

❑ **BONDED:** When you share 1 *Luck* you gain 1 extra *Luck* at the end of the hunt.

❑ **CHATTY:** *Helps* with social skills.

❑ **CONNECTED:** When using *Contacts* treat *disasters* as *setbacks*, *setbacks* as *success*.

❑ **COVERT:** When hiding in crowds, shadows, etc. spend 1 *Luck* to be invisible.

❑ **CROOK:** *Helps* with criminal activities.

❑ **DEFENDER:** When you *help* someone, on a 1–4, you can take all consequences alone.

❑ **FORGETTABLE:** People will have a hard time recalling you and your face.

❑ **INSPIRE:** Give a pep talk or comfort to allow allies to include your *Motivation* die in a roll. You don't share any risk on that roll.

❑ **JUST THE THING:** Spend 1 *Luck* to have just what you need in the car's trunk.

❑ **NOTORIOUS:** Ask the group what good or bad deed you're known for. This may *help, hinder*, or avoid risk in interactions.

❑ **QUICK:** Spend 1 *Luck* to immediately take out a single enemy; not necessarily killed.

❑ **RITUALIST:** When using *Occultism* to complete a ritual or sigil treat *disasters* as *setbacks*, *setbacks* as *success*.

❑ **SACRIFICE:** Spend 1 *Luck* to take the full consequences for another character.

❑ **SCHOLAR:** When using *Research* treat *disasters* as *setbacks*, *setbacks* as *success*.

❑ **SERIOUS:** Others will take your word seriously, even when they don't believe you.

❑ **VETERAN:** Never *hindered* when surprised or fighting overwhelming odds.

❑ **WELL READ:** Spend 1 *Luck* to know a supernatural threats weakness.

DETAILS

► Invent or roll for personal details.

NAME

1 Blake	6 Gianni	11 Marley	16 Rowen
2 Charlie	7 Grey	12 Peyton	17 Shiloh
3 Dakota	8 Jamie	13 Qinn	18 Sloan
4 Drew	9 Jordan	14 Remy	19 Tatum
5 Frankie	10 Kelly	15 Riley	20 Taylor

WHAT MADE YOU A HUNTER?

- 1 It's the family business.
- 2 You lost a loved one to the supernatural.
- 3 You were saved by hunters.
- 4 You beat a monster yourself.
- 5 You witnessed a supernatural event.
- 6 You heard about it on the internet.
- 7 You barely survived a monster attack.
- 8 You found a hunters journal.
- 9 You a voice told you to do it.
- 10 You fell in love with a hunter.

► Invent, choose or roll your connection to another Hunter and gain a *d4 Bond*.

RELATIONSHIPS

- 1 One saved the other.
- 2 One trained the other.
- 3 You are family.
- 4 You are or were lovers.
- 5 You are the only survivors of another group.
- 6 You escaped your old life together.
- 7 You have been friends since childhood.
- 8 You met on a hunt.
- 9 You served time together.
- 10 You share a dark secret.

► Roll, choose or invent a vehicle for you or your group. It's where you stash your *Curios* and *Weapons* while on the road to a hunt.

VEHICLES

1 1963 VW Bulli T1	6 1978 Dodge Van
2 1967 Chevy Impala	7 1978 Ford Ranchero
3 1968 Ford F-350	8 1981 Sierra Grande
4 1976 AMC Gremlin	9 1985 Ford Bronco
5 1978 AMC Pacer	10 1986 Fleetwood RV

► **OPTIONAL:** As a group, decide on a theme song, preferably some classic rock. When you play it and sing the chorus together while on the way to a hunt, everyone gets 2 bonus *Luck*.