Hate reading? Hate math? This TTRPG SYSTEM is for you!!

You play as a group of monsterhunters – and the person setting the scene is called the Setter.

HUNTER CREATION

Your build isn't defined by a class – but it's defined by your unique ability, and unique weapon.

SKILLS

First, think of who you are: Make up 4 skills (ranging from "sneaking" to "parkour" to "keeping it chill"). Then Apply +2, +1, -1 and -2 to them.

YOUR ABILITY

Every person in this world has a unique ability. The abilities range from teleportation, explosions or rotating horses. Start simple. Allow yourself to grow.

YOUR WEAPON

Come up with a cool weapon and what it could do. Go crazy with the design! Get creative and personal.

UPGRADES

Make out multiple paths consisting of stages of upgrades for both your ability and your weapon with your Setter.

Every time you use your ability – mark down a point on your sheet – to a maximum of twice per scene.

Choose the next update from whichever path when you reach 5 points on either your weapon or your ability.

THE HUNTED
core-system

The vibe is a bunch of steampunk people in a world of giant monsters!! There's groups of hunters going up against them.

The players play one of these groups.

INTERACTIONS

The game is a convo. The setters sets a scene and the hunters engage with it – describing their actions.

ROLLING

For actions roll 2d6 (if one of your skills applies – apply one of the modifiers.)

> **12+** = great success: you did exactly what was attempted and more. Discuss what more you get from your great success with your setter.
> **10-11** = success: you did exactly what was attempted.
> **9-7** = mixed success. You don't get all that you want. The Setter gives you a choice between two good outcomes – that lack something.
> **4-6** = mixed failure. The setter gives you a choice between two bad outcomes.
> **2-3** = Utter failure. Everything goes wrong.

COMBAT

Usually you'll be fighting against Giant Monsters. Each monster has a vulnerable core. The combat consists of locating and destroying that core. How you do that? Up to you.

Your attacks don't do numbers of damage, but affect the scene.

Your hunter can get hit 10 times. How hard an attack hits, is up to the Setter. Keep track of it.

FOR THE SETTER

As the Setter, you determine the playground for your players. Attempt to make it as engaging and fun as you can!!

ENCOURAGE CREATIVITY

Try to challenge your players in interesting ways. Provide materials for better visualization, puzzles, and most importantly: **react to their actions!**

YOU GAIN NOTHING FROM THEIR FAILURE

Be difficult, but fair. Ask for rolls only when necessary. Don't punish your players for being smart and effective.

THE MONSTERS

In the lore of the world, there is a corruption called THE HUNGER that takes over creatures and transforms them into monsters. Each big monster has a core of its corruption – that when destroyed can kill the monster, as it stops regenerating itself. Have fun with the monsters and come up with cool abilities and attacks that they can do.

THE WORLD

Even though this is mostly a combat system – build an interesting world around what your players tell you about their hunters.

Come up with an institution that hired them – and reward them for their good work.