HUNT CREATION

1. Basic Concept
• A cool bounty from books, tv, movies.
• A loose end from a previous hunt.
• A problem from one of your arcs.
• Take a plot from somewhere else and change some details.
• A place you know that would make a good place for a bounty to hide.
• Is there something the hunters want to check out?
• Return of a bounty, rival hunter, bystander, or location from a previous hunt.

2. Hook
The clue or bounty job that caught the hunters' attention.

3. Threats
Create your bounties, minions, bystanders and locations.

4. Countdown
Bounty: What would happen if the hunters never came here? **Arc:** When and how do story arcs happen?

Bounty	Arc
⇩ Safe	1. Previously on BotW ...
⇕ Alert!	2. In media res
⇕ Ready!!	3. Opportunity or Complication
⇕ Backup!!!	• Crossing paths
⇕ Runaway!!	• A deal you can't refuse
⇕ Escape!	• It's your destiny
	• Shadows of the past
	4. Fallout
	5. Epilogue

CREATING THREATS

Pick a type and then create the details listed underneath.

Bounty (motivation)
• Beast (to run wild, destroying and killing)
• Breeder (to give birth to, bring forth, or create crime and trouble for others)
• Collector (to steal specific sorts of things)
• Destroyer (to bring about the end of the world)
• Devourer (to consume people)
• Executioner (to punish the guilty)
• Parasite (to infest, control and devour)
• Queen (to possess and control)
• Technomage (to usurp technical power)
• Tempter (to tempt people into criminal deeds)
• Torturer (to hurt and terrify)
• Trickster (to create chaos)

Name, how it looks, what does it want to achieve?

Powers: What tech abilities does it have?

Vulnerabilities: What is the bounty vulnerable to?

Attacks: Description, how much harm it does (usually 3 to 5), range, other tags.

Armor: Normally 1- or 2-armor.

Harm capacity: Normally 8-12 harm to kill it.

Any custom moves for the bounty (e.g. for its capabilities)?

Bystanders (motivation)
• Busybody (to interfere in other people's plans)
• Detective (to rule out explanations)
• Gossip (to pass on rumors)
• Helper (to join the hunt)
• Innocent (to do the right thing)
• Official (to be suspicious)
• Skeptic (to deny bounty explanations)
• Victim (to put themselves in danger)
• Witness (to reveal information)

Name the bystander.
• What do they know about the situation?
• What do they do?
• What do they look like?
• What do they want from the hunters?
• Any custom moves for this bystander?

Locations (motivation)
• Crossroads (to bring people, and things, together)
• Deathtrap (to harm intruders)
• Den (to harbor scum and villainy)
• Fortress (to deny entry)
• Command center (to scheme)
• Hub (to reveal information)
• Lab (to create tech)
• Maze (to confuse and separate)
• Prison (to constrain and prevent exit)
• Wilds (to contain hidden things)

Name the location.
• What is it like? Optionally, draw a map.
Any custom moves for this location?

Minions (motivation)
• Assassin (to kill the hunters)
• Brute (to intimidate and attack)
• Sect (to preserve their beliefs or VIPs at any cost)
• Guardian (to bar a way or protect something)
• Right hand (to back up the bounty)
• Mob (to swarm and destroy)
• Bait (to push victims towards the hunters)
• Scout (to stalk, watch, and report)
• Thief (to steal and deliver to the bounty)
• Traitor (to betray people)

Who are they? What do they look like? How loyal are they?

Powers: What tech abilities does they have?

Weakness: Is this minion especially vulnerable to anything?

Attacks: Description, how much harm (usually 2-4), range, other tags

Armor: Normally 0- to 1-armor.

Harm capacity: Normally 5-10 harm to kill it.

Any custom moves for this minion (e.g. for its powers)?

CUSTOM MOVES
• What's the basic concept for the move?
• When is it triggered?
• What effect does it have?

BOUNTY OF THE WEEK