

KEEPER AGENDA

- Make the world seem real
- Play to see what happens
- Make hunters' lives dangerous & costly

PRINCIPLES

- Put danger in everyday situations
- Address the hunters, not the players
- Use the Keeper moves, without names
- Be a fan of the hunters
- Build a coherent mythology in play
- Nothing is safe
- Name everyone they meet, make them seem like normal folks
- Ask questions and build on the answers
- Sometimes give them exactly what they earned, rather than all they wanted
- What's happening off-screen?
- Don't always decide what happens
- Everything is a threat

Always Say...

- What the principles demand
- What the rules demand
- What your preparation demands
- What honesty demands

HARM MOVES

Every time anyone gets hurt, use one.

- | | |
|-------------------------|------------------------|
| 0-harm or more: | 1-harm or more: |
| • Momentarily inhibited | • Fall down |
| • Drop something | • Take -1 ongoing |
| • Take -1 forward | • Pass out |
| | • Intense pain |

Unstable wounds:

- +1 harm 8-harm or more:
- Dying or dead.

Trauma Moves

BASIC KEEPER MOVES

- Separate them
- Reveal future badness
- Reveal off-screen badness
- Inflict harm, as established
- Make them investigate
- Make them acquire stuff
- Tell the possible consequences and ask if they want to go ahead
- Turn their move back on them
- Offer an opportunity, & maybe a cost
- Take away some of the hunters' stuff
- Put someone in trouble
- Make a threat move, from one of your hunt or arc threats
- After every move, ask what they do next

HUNTER BASIC MOVES LIST

- Act Under Pressure (Cool)
- Big Tech (Use Tech modifiers)
- Gear Up – Equipment
- Gear Up – Info (Sharp)
- Gear Up – People (Charm)
- Gear Up – Plans (Cool)
- Gear Up – Tactics (Tough)
- Help Out (Cool)
- Investigate a Hunt (Sharp)
- Kick Some Sheb (Tough)
- Manipulate Someone (Charm)
- Protect Someone (Tough)
- Read A Bad Situation (Sharp)
- Use Tech (Tech)

BOUNTY MOVES

- Hint at its presence
- Display its full might
- Appear suddenly
- Attack with great force and fury
- Seize someone or something
- Attack with stealth and calculation
- Order underlings to do terrible acts
- Destroy something
- Escape, no matter how well contained
- Give chase
- Return to home ground
- Boast and gloat, maybe revealing a secret
- Return from seeming destruction
- Use an tech thing

MINION MOVES

- A burst of sudden, uncontrolled violence
- Make a coordinated attack
- Capture someone, or steal something
- Reveal a secret
- Deliver someone or something to the bounty
- Give chase
- Make a threat or demand for the bounty
- Run away
- Use an unnatural power
- Display a hint of conscience or humanity
- Disobey the master, in some petty way

BYSTANDER MOVES

- Go off alone
- Argue with the hunters
- Get in the way
- Reveal something
- Confess their fears
- Freak out in terror
- Try to help the hunters
- Try to protect people
- Display inability or incompetence
- Seek help or comfort

LOCATION MOVES

- Present a hazard
- Reveal something
- Hide something
- Close a way
- Open a way
- Reshape itself
- Trap someone
- Offer a guide
- Present a guardian
- Something doesn't work properly
- Create a particular feeling

END OF SESSION EXPERIENCE

- 1-2 “yes”: 1 mark; 3-4 “yes”: 2 marks
- Did they conclude the current hunt?
 - Did they save someone from certain death (or worse)?
 - Did we learn something new and important about the world?
 - Did we learn something new and important about one of the hunters?