

COIN TOSS HORROR HUNTER

You're a gang of mutants who roam the land hunting Horrors. Your reward? Sweet, sweet coins. You love coins. So much. They're pretty much all you live for. The townsfolk don't always like you, but when you and your fellow Horror Hunters roll into town on your bandwagon, they'll give you coins to get rid of whatever Horror is ruining their day! COINS!

HOW TO PLAY

Whenever you attempt something where the outcome is in doubt, your GM will ask you to flip coins and count the number of HEADS.

HEADS	RESULT
1-2	You get most of what you want. The GM will ask you what you want to sacrifice to succeed
3	You get what you want
4-5	You get what you want and the GM will ask you what else you want to achieve

If you flip 0 HEADS, the thing you attempted fails and IT GETS COMPLICATED. When IT GETS COMPLICATED, ask your GM what happens to make the situation worse.

You start with one COIN. Whenever you flip COINS and count 0 HEADS, take another COIN to a maximum of 5, unless told otherwise by your GM. You'll also gain COINS for completing JOBS. Whenever you are asked to flip COINS, flip all the COINS you have.

BUILD YOUR HORROR HUNTER

Pick one SPECIALISM from the list below. Whenever you use your SPECIALISM, you can REFLIP one coin that does not show HEADS. SPECIALISMS can be interpreted as metaphorically or literally as you like.



SWORDPLAY
CROSSBOWS
ANNOYINGLY CATCHY SONGS
SUBTLETY
BUFF STUFF
SORCERY!



Next, give your Horror Hunter a name.

Pick a name from 1930s England, then change one letter. For instance, you might want to pick the name 'Gerald' and change a letter to make it sound more fantasy!

QUESTING!

You and your fellow mutant HORROR HUNTERS will travel to TOWNS and try to find JOBS.

JOBS are displayed on the town noticeboard. Your GM will tell you what JOBS need doing in each TOWN.

When you complete a JOB, you'll be rewarded with a COIN. You may have it placed in your hand, slid across a table or, if you're feeling particularly dextrous, tossed to you.

GOAL

At the start of each JOB, pick a GOAL for your HORROR HUNTER. This will influence how they act on the JOB. When you act towards your GOAL, you can REFLIP one coin that does not show HEADS.



FAME & GLORY
POWER & WEALTH
TROPHIES & TREASURES
REVENGE & SATISFACTION
LOVE & FRIENDSHIP
REDEMPTION & GROWTH

RUNNING A GAME - FOR GMS

These mutant HORROR HUNTERS are hungry for COINS. DELICIOUS COINS.

They may choose to eat them, but it's not recommended, because of choking and, also, COINS are dirty.

The best way to get COINS is to do JOBS! JOBS are written, hastily, and pinned to noticeboards in towns.

Pick a disposition for the town they arrive in and a JOB from the lists below.

TOWN DISPOSITION

Hostile in a passive aggressive sort of way

Hostile in an aggressive sort of way

A little too welcoming...

Indifferent

Ungrateful, but demanding

It's just one person and their dog. They seem nice enough.

JOBS

Something's been sort of eating my sheep. It eats the bones, but leaves the meat. I bought two scarecrows last winter, but there are three in my field, now. I don't like the look of the third.

I paid a goblin to clean my cart and now it hasn't got any wheels. I demand justice! Or wheels!

I'm in need of this ingredient, but... it's kind of rare... and only grows inside a monster's mouth.

I'm being dragged away whilst writing this. Pin it to the board if you find it! HELP!
My partner's ashes have been stolen. Like... why? Seriously. COIN for their return!

IT GETS COMPLICATED

When IT GETS COMPLICATED, something has gone wrong. The HORROR HUNTER'S action has not succeeded, and things get a little worse. flip 2 coins and count the number of HEADS.

HEADS	RESULT	OUTCOME
2	MINOR INCONVENIENCE	Something minor happens that delays the party's progress. It's an easy fix, but annoying.
1	LESSER OF TWO EVILS	Give the player a choice between two bad outcomes
0	FUCK...	Someone is getting hurt or something is getting lost. Either remove something useful from everyone involved or, if they have more than one coin, remove a coin from them (If they gained a coin from flipping 0 Heads, then take the coin back. Look them in the eye, while you do it.)

WHEN THE JOB IS DONE

At the end of the JOB, make sure you reward each HORROR HUNTER accordingly. This means giving them a COIN. Ask how they'd like to receive their COIN, then hand, slide or toss it right to them. Feel free to give them a friendly wink while you do so, too.