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Monsters roam the streets of this city, not just by night, but during the day. Probably has something to do with MonSta Co. Whatever the case, it's not safe to roam the streets at any hour, what with all the monster attacks. But anyone who tries to jump you may find they bit off more than they could chew...

You must survive a day and night in this rapidly-depopulating slice of small-town Americana.

Have yourself **1,000 creature points** (cp) to survive this classic double-horror feature!

MONSTER

Vampire - What once you collected for others, now you hoard for yourself. Keep your hunger in check with regular blood, and you can rule the night!

Blob - Greed is good. Gluttony is glorious. Grow to enormous size and crush your enemies through sheer bulk.

Plant - Talk about a green thumb! Get ready to prove that green is mean.

Scientist - Knowledge is its own reward, and its own malady. You are driven by an intense curiosity to understand the monsters plaguing the town and if that means a few vivisections, well nobody promised science would be clean.

Parasite - Eh, he wasn't using that body anyways. Hide within plain sight in your human host, and if the host gets destroyed in the process, pay it no mind!

Wraith - The Sun's light leads many astray, but you know better. All ends in the grave eventually.

Werewolf - The moon rises and the wolf awakens. Try to balance the needs of the man and the beast within. Every wolf needs a pack. Every pack needs an alpha

Warlock - Power, unlimited power! To protect this world you must uncover the truth, regardless of what you believe.

Shapeshifter - Choose your form and shape, tailoring your body to your needs. Strong. Beautiful. Whatever the night calls for.

Cultist - Dark forces gather, evil beings from beyond that seek to invade the town. Not if you can help it! Keep them at bay and stay pure, or surrender and serve your new dark gods.

Monster Mash-Up (-200 cp) Life (and death) doesn't always fit into neat little boxes. Select a second monster and combine with the first, the details I leave to you. Perhaps the ancient knowledge of the Cultist and Warlock combine to form a Mummy! Or the undead nature of the Vampire and Wraith create a Lich!

AFFLICTIONS

Slit Pupils (-100 cp) Like a cat, your vision in low-light conditions is eight times better than most humans.

Sociopath (-100 cp) There's no need to feel guilt in what you do. You are a monster, after all.

Silent Footsteps (-100 cp) You can move in absolute silence, great for avoiding trouble or creeping up on your unsuspecting prey.

Violent Tendencies (-100 cp) You are quite comfortable with violence, so never hesitate or freeze when the party starts.

Vestigial Tail (-100 cp) You have superb balance and climbing abilities, unlikely to ever fall over.

Echolocation (-200 cp) You don't need to see, you can hear so well, by just making noise you can pinpoint everything around you.

Masochistic (-200 cp) Pain doesn't stop you, it only makes you sharper, more alert, more alive.

Hematophagy (-200 cp) Gain health as you deal damage, a small tithe.

Flesh Pocket (-200 cp) You have a fleshy pocket, or maybe a hammerspace, where you can store a surprising number of convenient items - up to five - against future use.

Forked Tongue (-200 cp) You silver-tongued devil, you. You can persuade almost anyone of anything.

Scaly Skin (-300 cp) Your hide is amazingly tough, you take half damage from all sources.

Self-Mutilation (-300 cp) Pain can draw out the beast. You can hurt yourself to draw out more of your monstrous or other powers. Be careful not to go too far...

SKILLS

Choose to specialize in Day, Night, or Monster.
Gain three freebies in your speciality, one each from the others.

Corporate (-100 cp) Everything belongs to the company, your work, mind and thoughts, etc. Let them mold you into the perfect killing machine!

Politics (-100 cp) You have a charisma and mastery of attack ads that lets you easily slide into office. Kiss those babies! Make promises! Break promises! Anything for power.

Engineering (-100 cp) You're a tinkerer, always working to improve your little gadgets.

Chemistry (-100 cp) You can whip up all kinds of miraculous potions and serums for when you really need them.

Technology (-100 cp) Defend yourself with these handy modern day inventions!

Religion (-100 cp) Stay pure to the light or find your faith wavering. Many monsters are weakened or warded off by faith, but you might find this power fleeting if you delve too deep into your darker powers.

Police (-100 cp) Officer, I'd like to report a horrific monster attack. Go and beat them up. Authorities tend to believe you about supernatural threats and respond protectively.

Law (-100 cp) If you can't beat 'em, litigate 'em. You're a bona fide attorney, trained and all.

Bribery (-100 cp) You can tell who is open for graft and corruption. Keep yourself safe with a few well-placed bribes, and maybe convince them to show you the good stuff too.

Bruiser (-100 cp) Who needs to act quick when you can win through raw force? You've been in more than a few scraps and can handle yourself when fists, and blades, start swinging.

Divination (-100 cp) Tarot, tea leaves and crystal balls really work for you. They can be imprecise at the moment but who knows what the future holds? (It's you. You know.)

Goons (-100 cp) You have a small but loyal gang of NPC gangsters and the skills to be a good mob boss for them. No need to dirty your own hands, your goons will take care of it for you.

Occultism (-100 cp) Something lurks beneath the depths. Might as well wake it up and ask it for help! It seems friendly. You are well versed in mystic lore, and eldritch horrors take a liking to you.

Tracks (-100 cp) You're not a stalker! You're just... very good at finding people, whether or not they want to be found.

Traps (-100 cp) An underhanded tactic, but an effective one. You could give that McAllister kid lessons in preparing your battleground.

Weaponry (-100 cp) A well-stocked arsenal is essential to taking out the opposition.

Adaptive (-100 cp) Transform your attitude and even your body to meet your needs.

Brute Strength (-100 cp) Leaving behind your pitiful human body has many advantages, raw power chief among them.

Cunning (-100 cp) In the sinister minds of even the most evil fiends lies a spark of wit.

Poison (-100 cp) Whatever you touch withers and dies. Bad for hugging, great for slaying your foes! Can be toggled off.

Savagery (-100 cp) Subtlety is for the weak.

Scavenger (-100 cp) Finders keepers, whether it's a discarded weapon or a body.

Swiftness (-100 cp) Everything seems so much clearer now. The tick of seconds is an endless span of time. All the better for the hunt.

Blood Level

More Problems Give More Points

Sadistic (+100 cp) You enjoy inflicting pain. This may lead you to gloat or take your time with a kill.

Horns (+200 cp) Maybe not literal horns, but there is something visibly... off about you. A hint of inhumanity that bothers people at a casual glance, and will unravel your disguise if subjected to scrutiny.

Monomania (+200 cp) You tend to focus obsessively on a single target, leaving yourself open to being blindsided.

Nyctophobia (+200 cp) What kind of a monster is afraid of the dark? Well, you are!

Heliophobia (+300 cp) The light! It burns! Hope you have a place to hide out for the daylight portion.

Topsy-Turvy (+300 cp) You start the day with your full monstrous powers, which will dwindle away as the day progresses.

Cursed (+300 cp) Your powers, perks and items from previous jumps are unavailable to you in this one.

Monster Hunter International (+300 cp) Normally ordinary humans don't factor in this game. Unfortunately for you, they're about to factor in a big way. The US Military has become aware of the situation at MonStah Co. and is even now moving in to quarantine the town and eliminate all threats in the operations area. If you survive and take the extended stay drawback, specialized and increasingly expert monster hunting units will hound you around the world if need be.