

THE SEER

The future isn't set in stone...it's more like...ice. You can chip away at it, shaping it with enough patience...but be careful not to handle it too much, or it will become weak, begin to melt, and lose the details of the desired form.

- CHARM** • Manipulate Someone
- COOL** • Act Under Pressure
• Help Out
- SHARP** • Investigate a Mystery
• Read a Bad Situation
- TOUGH** • Kick Some Ass
• Protect Someone
- WEIRD** • Use Magic

LUCK

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay Doomed

Seer special: When you spend a point of Luck, your sidestepped fate comes for someone important to you.

HARM

When you reach 4 or more, mark unstable.

Okay | Dying
Unstable:

EXPERIENCE

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

THE VISIONS

My visions are always (pick 1):

- Literal representations
- Only experienced by me
- Detail oriented

My visions are also always (pick 1):

- Draining
- Overwhelming
- Flashy

My visions require (pick 3):

- Tools: Cards, Bones, Tea Leaves, etc
- Focus and Concentration
- A Medium: Painting, Sketches, Prose, etc.
- Physical Contact
- Time
- A Vice: Alcohol, Drugs, Adrenaline, etc.
- Sleep/Meditation/Dreams
- An Offering: Blood, A Burned Item, etc.

MOVES

You get all the basic moves, plus three Seer moves.

You get this one:

- How do you stop an exploding man:** At the beginning of each mystery roll +Weird. On a hit you get a vision of a future where the Keepers' countdown clock has reached Midnight. On a +10 you may ask 1 question from **read a bad situation** about the vision.

Then pick two of these:

- Stop trying to hit me and hit me:** You see the hits coming. When you suffer harm, you suffer 1-harm less.
- The Precogs are never wrong:** Use +Weird instead of +Sharp when you **read a bad situation**.
- Psychometry:** When you **investigate a mystery**, asking "What happened here?" does not cost a hold and may be asked on a fail.

- I can see through time:** Once per mystery, when you **use your gift to see the bigger picture** roll +Weird. On a 10+ hold 3, on a 7-9 hold 1. Each hold can be spent to give yourself or another hunter key information which aids an action currently being taken and allows a roll with advantage (roll 3 d6 and take the 2 highest as your roll).
- No Accidents. No Coincidences. No Escapes:** When you take this move scratch out the **Seer Special** from this playbook and use Luck without ramification; knowing that when you spend your final point, Death will be waiting to claim you.
- Apollo's Gift:** When you **manipulate someone** using information gained from a vision, treat a mixed success as a success and a success as an advanced success – on a fail, your truths are seen as lies by bystanders for the remainder of the mystery.

GEAR

Pick two Seer weapons

- Ritual dagger (2-harm, hand, magic)
- Walking stick (1-harm, hand, balanced)
- Strange coins (1-harm, many, various metals)
- Martial arts (1-harm, intimate, innocuous)
- Sword cane (2-harm, hand, hidden)
- Belt Knife (2-harm, intimate, concealed)
- Censer (2-harm, close, chain, silver)
- Holdout pistol (2-harm, close, loud, reload)



GETTING STARTED

To make your Seer, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, visions, moves, and gear. Finally, introduce yourself and pick your history.

LOOK, PICK ONE FROM EACH LIST:

- Wiry, athletic, lithe, weatherworn, obscured, muscular, _____
- Haunted eyes, knowing eyes, glowing eyes, tired eyes, milky eyes, piercing eyes, _____ eyes.
- Practitioners' clothes, fashionable clothes, disheveled clothes, street clothes, ornate robes simple jumpsuit, _____ clothes.

RATINGS, PICK ONE LINE:

- Charm +1, Cool 0, Sharp +1, Tough -1, Weird +3
- Charm -1, Cool 0, Sharp +1, Tough +1, Weird +3
- Charm -1, Cool +2, Sharp 0, Tough-1, Weird +3
- Charm 0, Cool -1, Sharp +2, Tough 0, Weird +3
- Charm +1, Cool +1, Sharp -1, Tough 0, Weird +3

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Seer by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

- They were your mentor and helped you decipher the things you saw when the visions first started.
- They are a relative – decide between you how you're related.
- You've seen a vision of their final moments. Tell them what it was.
- You have seen a life where you and they are together and happy. Ask them what that life looks like.
- You are old allies. What brought you together?

- You are fascinated by them because you've never had a vision of them, even after repeated attempts.
- You know the dark deeds they've done. Ask them if they know.
- They help you stay grounded. Ask them how.
- They are a constant presence in your visions, even before you met them.

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list:

IMPROVEMENTS

- Get +1 Charm, max +2
- Get +1 Sharp, max +3
- Get +1 Cool, max +3
- Get +1 Tough, max +2
- Take another Seer move
- Take another Seer move
- Take a move from another playbook
- Take a move from another playbook
- Remove 2 vision requirements
- Remove your **My visions are also always** tag

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

ADVANCED IMPROVEMENTS

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Regain a point of Luck
- Pick a second **My visions are always** tag.
- Even if you haven't lived it all, you've seen it all. Take a permanent +1 ongoing to **read a bad situation**.



The Seer playbook was designed by Brandon (Rev) Wentz and featured on *The Critshow*. Learn more and listen online at www.thecritshowpodcast.com. Page one art by [@LordNitekon](#) and page two art by [@Remescient](#).