

Name

Look

**Titles:** Little \_\_\_, Dr., Professor, Fell \_\_\_, \_\_\_ of Monsters, \_\_\_ the Cryptozoologist, \_\_\_ the Summoner, Mr., Master, Ms.

**Eyes:** Shining, Haunted, Crazed

**Hair:** Braided, Tangled, Capped

**Body:** Wiry, Tiny, Chunky

**Names:** Misty, Rydia, Ash, Porohu, Feivel, Exodeus, Tanzi, Ruperict, Rumsfield, Woolington, Flint, Speckles, Kimmi, Arafendus, Mumu, Hobbes

**Race:** \_\_\_\_\_

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(+0), 9 (+0), 8(-1)

|           |           |              |              |               |              |
|-----------|-----------|--------------|--------------|---------------|--------------|
| Strength  | Dexterity | Constitution | Intelligence | Wisdom        | Charisma     |
| ■ weak -1 | ■ Shaky - | ■ Sick -     | ■ Stunned -1 | ■ Confused -1 | ■ scarred -1 |
| str       | dex       | con          | int          | Wis           | cha          |

Damage Armor HP Your Max HP is 6+Constitution

### Alianment

Good

Be sensitive to the needs of your monsters

Evil

Terrorize someone with your monstrous slaves

Chaotic

Shock others with out-of-place monsters

### Tradition

Eidolon Prodigy

Reveal a tragedy local to this place and take +1 forward.

Changeling

+1 to defy danger when not in contact with cold-forged iron, running water or direct sunlight.

Monster Battle Academy

Keep the best of 3D6 to "Add a new monster entry."

### Bonds

Fill in the name of one of your companions in at least one:

\_\_\_\_\_ is like a monster. I will master them, too!

\_\_\_\_\_ has seen my true nature. We work as a team.

\_\_\_\_\_ must come to terms with the monster within.

I cannot trust \_\_\_\_\_ until they prove their worth.

### Starting Moves

#### Field Work

You have captured uncanny likenesses of several monsters in your field guide. You start out with 3 well-known monsters in your book, plus your 3 common familiars. Whenever you **Master a Monster**, you add it to your field guide. Your Field Guide's weight is 1. When you **spend time touching up your Field Guide** (an hour or so), you:

- Lose any readied monsters.
- Ready new monsters of your choice from your Field Guide numbering your level +1.
- Ready your familiars, which never count against your limit.

#### Summon Monster

When you **call a readied monster from your Field Guide into existence**, roll +CHA. \*On a 10+ hold 3. On a 7-9 hold 2. You may spend Hold 1 for 1 for the following:

- Command the monster to attack a target of your choosing (typically a **Volley** or **Hack and Slash**)
- Command the monster to use a monster move
- Command the monster to **Aid/ Interfere**
- Command the monster to **Defend**
- Attempt to **Reclaim** the monster

When the Monster attempts to take an action on your behalf, always use your CHA instead of its ability. When you are out of hold, your monster will attempt to flee or attack you. When the monster has taken 3 damage or moved out of sight, it will vanish as though you had rolled 7-9 on **Reclaim**. You may only have 1 summoned monster at a time.

#### Reclaim

When you **command a monster to vanish**, roll +CHA. On a 10+, your monster dissipates obediently. On a 7-9, you also choose 1:

- Develop an irrational monster phobia and take -1 ongoing to **Summon Monster**
- Something is missing. You are unable to summon that monster again until you can touch up your field guide with **Field Work**.
- You place yourself in harm's way (the GM will say how)

#### Master a Monster

When you **study a monster in action**, roll +INT. On a 10+, You capture the monster with visceral certainty and add it to your Field Guide. On a 7-9, you also place yourself in harm's way.

# The Caller

Level   
XP

## Gear

Your Load is 7+STR. You have a Living Field Guide (1 weight), an enchanted Griffon Quill, and a bottle of Chameleon Ink.

**Choose 1:** 1 heal potion **–or–** 3 Monster Kibbles

**Choose 1:** Strappy leather harness (1 armor, 1 weight) **–or–** simple clothes with chew-proof arm guards (0 armor/ 2 armor *against your monsters*, 1 weight)

**Choose 1:** Slingshot (near, far, 1 weight) and 3 ammo **–or–** Walking stick (close, 1 weight, reach) **–or–** Pocket knife (close, 1 weight)

**Choose 1:** Adventuring gear (1 weight) **–or–** 3 Coins

## Advanced Moves

When you gain a level from 2-5, choose from these moves.

**Steady Nerve**

When you **Summon Monster**, you always take +1 hold, even on a miss.

**Multiclass Dabbler**

Get one move from another class. Treat your level as one lower for choosing the move.

**Excellent Student**

Take +1 when **Spouting Lore** if monsters are involved.

**Biodiversity**

You may prepare one additional readied monster from your Field Guide.

**Team Rocket**

You may add your class damage die to your monster's damage.

**Monster Hunter**

When you **discern realities**, you may add this question to the list, "In which direction is the nearest monster?"

**One of Them**

When you take this move, you take on a defining trait of one of the monsters in your book permanently (perhaps horns, cat's eyes, a fiery mane, etc)

**Book Worm**

Even on a 7-9 **Spout Lore** result regarding monsters, you still get the monster's weakness(es).

**Like You Stole It**

When you **attempt to break the monster you have summoned to ride**, roll +DEX. On a 10+, you may ride the monster until it disappears. On a 7-9, the monster also deals its damage to you.

**Like One of Its Younglings**

You may take +1 to **Defy Danger** if you have a monster in your Field Guide that excels at what you are trying to do.

**Beast Master**

You can see through your summoned monster's eyes, hear through their ears and speak through their lips.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

**Theoretical Zoology**

Add a monster that you have heard tell of, but never seen, to your Field Guide.

**King of Monsters**

Name the apex monster of your school \_\_\_\_\_ and add it to your book. You may only ever take 1 hold when summoning this monster.

**Trusted Friend**

When you **befriend one of your summoned monsters through an act of kindness**, you may name it and treat it as a hireling with your level +2 points to distribute between skills and loyalty. Making the "friend" oversized costs 2 points. You may only ever have one of these "friends" in existence at a time and they do not count as your summoned monster during this time.

**Multiclass Initiate**

Get one move from another class. Treat your level as one lower for choosing the move.

**Circle of Life**

You may prepare one additional readied monster from your Field Guide.

**Gigeresque**

All of your monsters look meaner than the samples you observed. Upgrade the damage die of your summoned monsters one step. (i.e., D6 becomes D8)

**No Favorites**

You may have a second summoned monster active.

**Tenure**

An organization (perhaps your school, an exotic beast collector or a secret patron?) has agreed to fund your efforts. Each time you enter a steading where your employer is known, you may roll % dice and put up to that much in coin on your benefactor's account to fund your efforts.

**Better Than No Help**

Your monster acts as an ambassador for you to its own kind. When you **enter a nest or lair with the appropriate monster present**, spend one hold and roll +CHA. On a 10+, they share their food and shelter with you and let you pass unharmed. On a 7-9, choose 1:

- An "alpha" challenges you and your monster
- The pack requires something of you (GM will say what)
- You bring trouble to the pack (GM will say how)

*While your allies run in terror from the Tyrant-Lord Cephathrax rearing its mucous covered head, bristling with spines, bone fragments and broken remains of meals-gone-by, you push forward through them, not out of misplaced courage, but with wide-eyed wonder and awe. Your fingers dance across the pages of your battered Field Guide, sketching the beast before you in glistening, virulent detail in ink that seems to find its colors on the page with a mind of its own. If you survive this clash, this monster will make a fine addition to your collection.*

Notes about the **Caller** class:

This class is inspired by characters like **Rydia from Final Fantasy 2** (or 4 in Japan) and Ash from Pokémon. It could also be easily adjusted to play someone like Ben from Ben Ten! Just change the flavor of the fiction from “summoning a monster to fight by your side” to “summon a monster to replace you” or even “momentarily infuse yourself with the aspects of a monster.” Make sure to define that characters can still take damage (or not) and go with it!

The intent with monster calling is to create something distinct from the Ranger’s companion or the Hireling. Monsters should be called into existence or action, take a few attacks or actions and then be put away or dissipate. They are diverse extensions of the summoner’s will and personality, not creatures to be added to the throng (maybe with the exception of the use of the “Trusted Friend” or “Like You Stole It” moves). Generally, they should still represent actions of the Caller (using her +CHA stat to make attacks, for example) and use their own unique moves and damage dice.

Also, I have written this from the perspective that “**Monster**” means **non-sapient creature**, generally less intelligent than a very intelligent ape. This means **no dragons**, no goblins, no elves, etc. That said, this is mostly because I don’t want to deal with the ideas that it brings up in *our* campaign. I think the system works fine regardless, though you may find that you will have to ask the questions, “How do your temporary mental slaves feel about that command?” and whatnot with smarter “monsters.”

As usual, as a GM, you will want to ask some questions during character creation and afterward, such as: “Where do your monsters come from when they appear?” “Are they real?” “Is it the same ones all the time?” “What does your Field Guide look like and where did you get it?” Use those to flesh out the feeling of calling monsters and to inform the fiction as you go. If the monster retreats into a tiny red and white ball kept on the Caller’s person, that feels different than the monster coalescing out of the ether and fading back into ghostly slumber after its attack, right?

Finally, as the GM, you might have noticed that the monsters were missing from the playbook. That’s intentional. The Caller is designed to complement any campaign. For my campaign, **I make an index card for each monster in the Field Guide**. It is very similar to an entry out of the monster section of the Dungeon World rulebook. I copy (or make up) the armor, description, damage dice (with modifiers), what the monster wants and a few moves. Remember they all have 3 hit points! For starting monsters (**3 well-known monsters and 3 familiars**), you should collaborate with the player to decide what those are. Familiars should be small monkey or smaller sized and D4 at best with some interesting quirks. These are the Caller equivalent of Cantrips or Rotes and should measure up appropriately. The well-knowns should be a monster that your Caller could have copied from school or encountered and survived on their own before they joined the big leagues. Think Squirtle or Chocobo.

Example Monster Entry

**Sauropod.**

4 armor, D10+5 damage, tags: *group, huge, cautious, reach*

These great lumbering beasts live in places long forgotten. Gentle if left alone, but mighty and towering over lesser creatures.

Instinct: To endure

Moves:

- Stampede
- Knock something down
- Unleash a deafening bellow