

HUNTER

T H E V I G I L

(Add-on to the Hunter for Urban Shadows)

Hunters are light and fire. Sure, this can mean a torch pressed against the undead flesh of a fiendish adversary, or a roaring conflagration that consumes all the screeching parasites trapped in the nest. It can also mean a candle held aloft for lost friends and family, or an oil lamp poised over a fraying piece of parchment or gilded medallion plucked from the heart chambers of some desiccated mummy. Hunters carry the vigil, representing action and knowledge, and ideally the one-two punch that both provide together. But the pairing of those elements is neither safe nor sane, and hunters risk everything when on the hunt.

BACKGROUND

The world is a dangerous place. As much as humanity would like to believe itself safe and in control of the world, the facts argue otherwise. For all the defenses and adaptations that humankind has created to protect itself, the peril persists. Behind the scenes, beyond the scope of most mortal eyes, an entire world of other dangers exists — perils so dark, so threatening to body, mind or soul, so impossible to defend against that humanity as a whole refuses to truly acknowledge their presence. These dangers will never be reported on the front page of a newspaper, nor made the subject of charity drives or grassroots movements.

The vigil is a desperate, twilight struggle, waged by a determined few against the monsters that haunt the dark corners of the world. Its skirmishes are fought in back alleys, basements and isolated farmhouses, often under the very noses of the people that hunters stake their lives to protect. Hunters must keep their vigil a closely guarded secret, because humankind as a whole is ignorant of the horrors lurking in its midst. Rather than being hailed as saviors, hunters are cast beyond the pale of human society. Their actions brand them as criminals, madmen, even terrorists by an increasingly paranoid and fearful public. Each hunter is guided by an internal set of rules:

- **Watch Your Back:** Evil is everywhere, walking among us.
- **Protect Your Family:** No matter if our guidance comes from god or man, humanity must survive.
- **Accept Death:** There is no honor in cowardice. We accept death, if not done in vain.

Any city or town that harbors a multitude of monsters will, sooner or later, attract a multitude of hunters as well, each with their own tactics, agendas and ideologies. Hunter society is small and secretive, even in large cities, but it is also vibrant and constantly in flux. Individual hunters band together to form under certain **Creeds**, pooling their skills and resources to take on solitary monsters that threaten their communities. Sometimes these hunters become aware of other groups in their area and they form broader ties that grow into larger compacts, creating a network that spans entire cities or regions. In rare cases, hunter **organizations** grow so large that their resources and influence span entire countries. These conspiracies, while powerful and ruthlessly efficient, must contend with the same inter-conspiracy politics, bureaucratic inertia and conflicting interests common to any large organization.

INFORMATION

Here you will find the **Hunter the Vigil** add-on rules/text, for the Hunter playbook associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character
- New Moves for your Hunter.
- 4 Hunter Creeds to join, each with their own unique Moves.
- 8 Hunter Conspiracies, two for each Creed, each including their own unique moves.

Note: Hunters created with the Urban Shadows: Hunter playbook, do not automatically start with a Creed. It is up to the group/MC that if you want to start with in a Creed that you give up your beginning playbook Move at the start of the game.

ADDITIONAL HUNTER MOVES

- ❑ **Tactical Advantage:** When you spend an entire day or night preparing for a hunt, roll+Mind. On a hit, receive 1 hold. On a 10+, you also take an additional +1 forward. When it demands, spend the hold to be prepared for a situation since you already have something set up. Ie. A trap, an escape route, a cache of supplies, or a meeting with an ally, as long as it follows from what you did for your preparations. On a Miss, you are the hunted one (MC's call on how this affects the player).
- ❑ **Physical Conditioning:** You spend time during the week doing some form of intensive physical exercise. Describe this regiment and take +1 to any situation that would benefit from this training. If you are unable to do so for any extended time (MC's Call), you may temporarily lose this benefit.

CREEDS

(Choose One Creed)

Joining a Hunter Creed is conferring not only your Creed's abilities, but also the group/gang benefit at the same time.

Standard Advances

- ❑ Get +1 Blood (max +3)
- ❑ Get +1 Heart (max +3)
- ❑ Get +1 Mind (max +3)
- ❑ Get +1 Spirit (max +3)
- ❑ Get a new Hunter move
- ❑ Get a new Hunter move
- ❑ Get a new Hunter move
- ❑ Take a move from another archetype
- ❑ Take a move from another archetype
- ❑ You join a Creed (Choose 1 of the 2 moves)

After 5 advances, you may select:

- ❑ Get +1 to any stat (max +3)
- ❑ Get +1 to any stat (max +3)
- ❑ Get another Creed move
- ❑ Erase a Corruption Advance
- ❑ Erase a Corruption Advance
- ❑ You join a Hunter Organization (Choose 1 move from their list)
- ❑ Advance 3 of the basic moves
- ❑ Advance 3 of the basic moves

After 10 advances, you may select:

- ❑ Get a new Organization move
- ❑ Get a new Organization move
- ❑ Take one move from any archetype/add-on (must be able to properly use)
- ❑ Change to a new archetype
- ❑ You are a martyr, your death gives a +1 ongoing against your hated Faction to your party (MC decides length)

NIGHT STALKERS

❑ **Night Stalker's Creed:** While wizards and demons are a problem, you see the beings that feed and hunt the night as your mortal enemies.

Penalty: -1 Rapport with the Night Faction. When your Rapport with Night resets, it always resets to -1.

Moves for Night Stalkers:

❑ **Banes:** You have studied the legends and modern data of the things your fight. When you go on a hunt, roll+Mind. On a 10+, Hold 2. On 7-9, Hold 1. On a Miss, take -1 ongoing for the hunt due to low morale. Your Hold can be spent on a 1-for-1:

- You have a weapon that strikes at the Vampire or Werewolf's weakness. Name what it is (with MC approval) and increase the damage rating of your weapon by one step higher than normal towards either vampires or werewolves, not both. Multiple hold may be spent for additional weapons
- You have a talisman meant to ward away evil. For the duration of the hunt, you gain a +1 on defensive actions.
- You have an item that protects you from being fed upon in one form (blood, emotions, flesh) by a Vampire, name what it is and for the duration of the Hunt, you are immune to the Vampire's Eternal Hunger if it matches your protection.
- You coat your weapon (or ammunition) with Wolfsbane. Name that weapon and for the duration of the Hunt, when you attack a Werewolf that has Transformed, they are forced back into human form.

❑ **Safe House:** You have a location that the monsters don't know about. When you take this move, name it Choose 1:

- **Stronghold:** This safe house isn't just safe, it's fortified to withstand anything. You gain +2 armour while inside and the place is locked up (max armour +3).
- **Torture Suite:** You have a room stocked for torturing your enemies for information, where they must answer questions you ask. When you use this room, you deal a faint injury on your victim and roll+Blood. On a hit, ask 1 from the list below. On a 7-9, in addition to the question, mark Corruption.

- Tell me one weakness of your closest ally.
- Tell me what you know of my organization.
- What are your powers?
- Who, besides me, could be considered your worst enemy?
- Are you part of a group?
- Where can I find any allies of yours?
- Where can I find your most prized possession?
- What is your darkest secret?

You may take up to 2 Corruption and increase the damage inflicted by one step per Corruption marked in order to ask an additional question per step on a hit. After the first question has been answered, PCs may attempt to escape after any given injury by **retreating**. Players who refuse to answer questions can take Debt on you.

**Note: Moves that allow you to lie when answering questions also apply here. If the injury inflicted is enough to kill the victim, they die from the torture and you cannot ask them any more questions.*

▪ **Secret:** Whether it's a trap door into a secret basement covered by a rug or a camouflaged underground compound

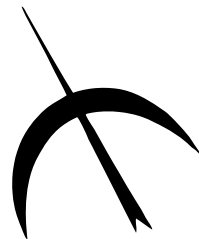
in the woods or whatever, you've taken steps to conceal your safe house. This includes soundproofing. Only the most thorough of searches will find your safe house (MC's call).

▪ **Medical Outpost:** You have enough medical supplies stocked that healing is much easier. When you spend time in your safe house, dressing your wounds and injuries, reduce one of your injuries by one step.

Night Stalker's Organizations (Choose one Organization):

❑ **Cheiron Group:** The Cheiron Group is a conspiracy of hunters that exist as a company dedicated to capturing and experimenting on dark monsters to benefit their own technology and investments.

To the public, Cheiron is merely another multinational business, albeit one that gives the chance to affordable medical supplies and pharmaceuticals products. Inside the company, it is a different story. Cheiron's purpose is to gather together and study as many supernatural creatures they can. Often with the same cold, uncaring manner as when they swallow up a smaller company into their conglomerate.



❑ **Regenerative Node:** You have a piece of scar tissue from a being that regenerates faster than normal implanted somewhere on your body. This nodule of tissue has a shunt inserted into it (a difficult procedure) and when pressure is applied to the nodules healing enzymes are secreted into the body of the hunter, increasing his own healing speed. When you press it, roll+Blood. On a 10+, downgrade on injury by two steps or two injuries by one step. On a 7-9, downgrade one injury and mark Corruption from the evil influence in your body. On a Miss, your body tries to reject the healing, Take 1 Faint injury and mark Corruption.

❑ **Anger Patch:** Vampires and Werewolves tend to know each other on sight. This is simply a patch of skin from one of these monsters sewn onto the back of your neck, which crawls when you spot another such monster. When you **study someone**, add this question to the list.

▪ Is this person a member of the Night faction?

❑ **Quick Step:** You had your tendons replaced by half-manufactured, half-grown tendons of swift moving monsters. When you wish to move faster than normal, roll+Blood. On a hit, you are able to keep up with cars moving at a decent speed (MC's call.) On a 10+, take +1 ongoing on rolls that involve speed for the duration of the encounter.. On a 7-9, take a +1 forward, but the effort leaves you exhausted, take a -1 ongoing due to fatigue until the end of the scene. On a Miss, your body attempts to reject the tendons, take 1 Faint injury and mark Corruption.

❑ **Evil Eye:** This eye was collected carefully from a vampire after trapping it's soul inside of it. Once implanted, the eye has a milky appearance and is completely sightless (take -1 permanent when you **keep an eye out**). However in exchange for your sight in one eye, you gain the vampire's natural ability to persuade and dominate others. When you wish to use the eye, roll+Heart. On a 10+, you may treat the result on a **persuade** attempt as one step higher than

your actual result. On a 7-9, you receive a +1 forward on your next roll when you try to **persuade** another, but mark Corruption as the eye's power twists you. On a Miss, the eye stands out disgusting those who can see it.

❑ **Berserker Splice:** Research has shown that all Werewolves have a larger than normal *medulla oblongata*. This is the source of the Werewolf's natural rage. The Cheiron Group have experimented with transplanting that portion of the Werewolf's brain into hunters. Overtime the experiments have been nearly perfected, so that fewer agents are killed when the test subject wakes up with such unnatural rage spliced into their bodies. When you are threatened by another being with violence, roll+Blood. On a 10+, choose 3 positive effects and 2 negative effects. On a 7-9, choose 3 positive effects and 3 negative effects. On a Miss, choose 2 positive effects and 3 negative effects, but you lose the ability to tell friend from foe and will attack either.

Positive Effects:

- Name an NPC within your reach. You kill, disable or disarm them (MC's choice).
- Name a PC within your reach. You redirect their attack to another character within your reach, or else to nowhere — into the ground or a wall or the sky.
- Name a character on the scene, but outside your reach. You cross the distance between you before they have time to adjust or react.
- Name a character within your reach. While you keep fighting, you intercept any attack directed at them and they suffer no damage.
- Ignore all harm to yourself from an incoming attack.

Negative Effects:

- After the fighting has ceased you will collapse from exhaustion and will wake up at a time of the MC's choice
- Take -1 to all non-Blood rolls for the remainder of the scene
- The implant has altered your mind, Mark Corruption.
- The rage has consumed your body's store of calories. After the battle, take -1 Blood until you eat a large meal.

❑ **Advanced:** On a 12+ you can take either 2 positive effects and no negative effect, or take all 3 positive effects for 1 negative.

❑ **Task Force VALKYRIE:** Task Force VALKYRIE is a conspiracy of hunters was created to be a top secret United States government agency dedicated to hunting down and removing all traces of the unexplainable. While there are proper procedures, the best VALKYRIE agents have learned that to survive, sometimes one must break through the red tape. Those that join VALKYRIE, join the most secret of secret organizations. They are often recruited from relatively inauspicious postings. New agents are implanted with a special chip

that allows them to operate the specialized arsenal created just for the Task Force.



❑ **The Bleeder:** This weapon is the latest in TFV's "crowd safe" arsenal. This rifle-like weapon fires a focused micro burst of energy that damages only Vampires, with the potential of eliminating some of their power. The effect on non-Vampires is nothing, but against a Vampire this weapon is a heavy hitter, causing the blood in the area hit to burst from their body. (Grievous close/far). Also when you **unleash** with this weapon on a 12+, you will also inflict a cumulative -1 ongoing until they feed.

❑ **Huginn Visor:** You have a pair of specially treated black sunglasses, reminiscent of the men in black. Any non-Mortality creature that attempts to **persuade** you while you are wearing these is immediately interfered with and finds that the penalty is -3. You do not lower Rapport under these circumstances. The drawback is that the wearer suffers -2 to **keeping an eye out** or **studying someone** while in a poorly lit area.

❑ **Mjolnir Cannon:** This exceptionally bulky rifle operates by firing an intense, high-frequency laser beam that ionizes the air creating a channel of extremely conductive plasma. The gun then sends an electrical charge into this channel, and the ionized air carries the charge to it's target and delivers a long-range, high impact shock. This weapon has two different setting for damage. A Grievous area blast (Grievous close) area or a narrow Critical shot (Critical close/far). As this weapon runs off a battery, using either type of shot depletes the battery. If you are in a thunderstorm or lightning storm when you **unleash** with this weapon and you roll a miss, you take the damage instead. Also, due to budget issues, you can only carry a couple of spare batteries with you at a time, each battery requires a day to charge again.

❑ **Odin Reticle (Requires Huginn Visor):** Your treated sunglasses are now wired with a micro computer that can help you in spotting things trying to stay hidden. When you **keep an eye out** take +1 and add these questions to the list:

- Is there anything actively hiding around me?
- Are there any incorporeal Spectres or beings in the area?
- What type of beings are within my vision? (MC's should answer only beings that the character would know are there and should also note that only Werewolves, Vampires, and any embodied Spectres register for this question, meaning all other playbooks appear as humans.)

❑ **Specialized Equipment: (Choose one)**

❑ **Hod Rounds:** These highly compressed wooden bullets with a core made of mistletoe are a low-tech joke among many in the Task Force, but yet they are still useful. When fired, the bullet splinters. Downgrade the damage you inflict with this weapon by one step (minimum of a Faint Injury). If they target is a Vampire however, increase the damage by one step instead. When

you **unleash** on a 12+, your bullet strikes the Vampire's heart and sends them into a deathlike sleep, called Torpor, until the splinters are removed (a PC can avoid this if they successfully **face their fear**.)

❑ **Etheric Rounds:** These bullets are the solution against Spectres, ghost, spirits, and anything else that normally can't be hit. Not meant to be used against normal fleshy beings, these bullets have their standard damage downgraded by one step, but also inflict a -1 ongoing for the scene on the target. When used on a person who is possessed or on a Spectre, ghost, spirit, or other such being these bullets have their damage upgraded by a step and inflict a -2 ongoing penalty for the scene.

❑ **Frequency Pulse Emitter:** This little modified flashbang was created to counter Werewolves. Their use is simple: activate and throw. Once "detonated" the grenade lets out a high frequency which humans cannot hear, but Werewolves (and some vampires with *auspex*; MC's choice) can. Any Werewolf within range (close) is stunned and must revert to human form if they want to preserve their hearing. If they were in *urhan* (wolf) or *urshul* (near-wolf) form, they take a -2 ongoing for the scene.

SPIRIT SLAYERS

❑ **Spirit Slayer's Creed:** There are others fighting the things in this world, letting you focus on the hunt for the things that are truly unnatural: demons and their spawn, the unknowable *fae*.

Penalty: -1 Rapport with the Wild Faction. When your Rapport with Wild resets, it always resets to -1.

Moves for Spirit Slayers:

❑ **Blessed Item:** You have an item blessed by a priest or holy man. When you go on a hunt, roll+Mind. On a 10+, who ever blessed this item is in favour and their god favours you as well, choose. On a 7-9, you can tell your item is losing its effectiveness and should be brought back to the priest or whomever is needed to bless such a relic, choose 1.

- All of those against you will probably flee in fear. Any enemy of this item's god touched will be cast into the spirit realm for one session.
- The item is a weapon. When you inflict an injury on a member of Wild, increase the damage by one step.
- The item is a talisman or armour. You get +1 armour against members of Wild (max armour +2).

❑ **Holy Ground:** You know a place that demons and spirits just refuse to go, usually a church. Name what and where it is. When you go there, the monsters may not follow. MCs and Players should be warned that this place is likely not stocked for a prolonged visit.

Spirit Slayer's Organizations (*Choose one Organization*):

❑ **Ascending Ones:** The Ascending Ones are a conspiracy of hunters that originally formed in Egypt to fight against the monsters of darkness and continue their efforts to this day, all the while keeping

their activities and those of their prey from reaching the eyes and ears of ordinary people. Members of the Ascending Ones not only keep the creatures of darkness from attacking the innocent, but make sure the innocent stay unaware of the dark powers that lurk around them. Ascending Ones are also as likely to talk a creature out of its actions rather than outright attacking it, particularly if that creature is of a type known to be non-threatening to humans. They will even perform actions of diplomacy between rival factions of monsters, but also stand by ready to take action on both parties should peaceful ways fail. The Ascending Ones still retain traces of their organization from when they were platoons of holy soldiers in Africa and the Middle East. This organization has been tempered somewhat by their ties to organized crime, specifically that involving the drug trade, which they continue to use as a way to gain resources and contacts.



❑ **Eye of Ra:** Eye of Ra is sandalwood oil infused with sacred herbs and plants thought to aid in the sharpening of the senses. It also contains kohl, the cosmetic traditionally used by the Egyptians to darken their eyelids, which contains several toxic compounds. Traditionally, the oil is applied by dabbing it around the eye in the shape of the sacred symbol of the Eye of Ra (also called the Eye of Horus). On a hit, you hold 1. You can spend this hold to ask the GM any one question about your surrounding. On a 10+, you also pierce the veil and are able to perceive any ghost, spirit or other incorporeal being. On a Miss, the chemicals taken to gain the benefits of Eye of Ra seep into your blood causing an adverse effect determined by the MC.

❑ **Breath of Ma'at:** Hunters must, in the course of their duties, undertake actions that righteous men would consider sinful. These acts weigh heavily upon the soul; even the Ascending Ones can be overwhelmed by sin. But Ma'at, the goddess of truth and divine justice, knows that the hunter's cause is virtuous and that all may be forgiven. By meditating on the soothing incense of the Breath of Ma'at, an Ascending One may find a kind of peace in the rightness of his cause. Light the incense and meditate, then roll+Spirit. On a 10+, you may remove all marked Corruption you've accumulated for the current advance. On a 7-9, erase one Corruption but take -1 ongoing for the scene as if you were drugged. On a Miss, the chemicals from the effects of the incense smoke have backfired causing an adverse effect determined by the MC.

❑ **Bennu-Bird Feather:** Supposedly plucked from the tail of the Bennu-bird, the Egyptian phoenix associated with Ra, this feather is ground up along with medicinal herbs and potent opiates into a thick, gooey paste capable of accelerating the healing process tremendously. Bennu-Bird Feather must be smeared over a wound to have any effect, whether an open gash or a mere bruise. The unguent smells strongly of cardamom and willow bark, with an acrid, medicinal tang. When used, roll+Spirit. On a 10+, the target, heals one injury entirely. On a 7-9, the injury is reduced by one step. On a Miss, the patient is poisoned, taking Grievous damage and taking a -2 ongoing for the

scene as if he'd taken a moderate dose of heroin. MC's should note that this move cannot be used in the middle of many scenes unless time is taken to actually use the salve.

❑ **Blood of the Cobra:** The Blood of the Cobra is an exotic compound of cobra venom, hashish and a variety of other alchemical reagents brewed into a devastatingly toxic Elixir. It must be injected directly into the vein to have an effect; most hunters use their inner arms for quick access during battle. When you inject the elixir, roll+Blood. On a 10+, you gain +1 Blood, that ignores the human limit for a scene and any being that drinks your blood takes a Faint injury. On a 7-9, choose either **unleash** or **retreat**, you gain +1 ongoing when you use that move for the scene and any being that drinks your blood takes a Faint injury. On a Miss, the chemicals taken to gain the benefits of Blood of the Cobra have backfired as if you'd taken a potent dose of cocaine causing an adverse effect.

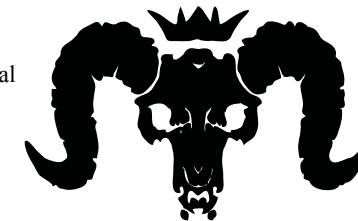
❑ **Mesmeric Vapors:** Mesmeric Vapors, in their un-smoked form, resemble loose tobacco of the type used in hand-rolled cigarettes. The scent is subtly sweeter, and often seems to hint at different aromas to different individuals. Because of the nature of its use, Mesmeric Vapors are rarely used as incense. Instead they are smoked like a pipe or a cigarette. The smoke given off by this compound is a pale golden color, and it hangs with an unnatural heaviness in the air, remaining still even in a moderate breeze. After you've smoked the Vapors, you can breathe them out planting a command inside their head, roll+Mind. On a 10+, hold 3. On a 7-9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:

- They give you something you want
- They act as your eyes and ears
- Inflict 1-harm (ap)
- They take -1 right now

If they fulfill your command, that counts for all your remaining hold. On a Miss, you inflict a Faint damage (ap) upon both your subject and yourself, to no benefit. This injury cannot be healed until the person has left the vapors.

❑ **Lucifuge:** The Lucifuge is a conspiracy of hunters that are composed of humans descended from demons who for one reason or another have vowed to use their demonic powers to fight the monsters in the dark. These creatures are carefully tracked and studied before the children of the Seventh Generation reveal themselves to destroy them. They are particularly effective at tracking down demons and other demon-born, and also have a surprising amount of information on angels.

Members can be born into the Lucifuge as children of demon-blood. If their blood is known, but their families do not follow the ways of the Lucifuge, potentials will be approached by members when their powers manifest. At any point, the Lucifuge and the Seventh Generation have exactly 666 members; if one dies, another always seems ready to step up and take their place.





**Note: Unlike most other Hunters Organizations that can only originate from the Hunter Playbook, the Lucifuge may also originate from the Tainted playbook. During advancement, the only difference than the above Advancement chart is that instead of taking "Hunter moves," you will be taking "Tainted Moves."*

❑ **Infernal Senses:** Your demonic senses are well developed and allow you to use visions or your intuition to gain insight into situations and people. And by using your senses to lay a lasting mark on a person, just as God did to Cain, roll+Spirit. On a 10+, hold 2. On a 7-9, hold 1 and mark Corruption. On a Miss, you are visited by searing visions of hell's torment in your mind. Spend your hold to:

- Spend 1 hold. If you *let the darkness in*, treat a 7-9 as a 10+ and a miss as a 7-9.
- Spend 1 hold. You may add these questions to the list when you *study someone*.
 - Has this person committed any serious sins recently?
 - Is this person a member of Wild?
- Spend 1 hold and mark 1 Faint injury to place a mark on someone visibly. The mark cannot be removed by normal means (MC's call as to what could remove the mark).

❑ **My Father's Wrath:** Even though you turned your back on your heritage as a child of Lucifer, you can still call upon his power and strength, roll+Blood. On a 10+, hold 2. On a 7-9, hold 1 and mark Corruption. On a Miss, the flames of your father's torment in hell affect you as well.. Spend your hold to:

- Spend 1 hold to summon hellfire and attack at a short distance (Grievous close)
- Spend 1 hold and increase the damage of one hand-range attack by one step.
- Spend 1 hold. You take an aspect of a demonic form (wings, a tail, horns, etc) for the scene. Once chosen you cannot spend hold to add additional aspects.

❑ **Silver Tongue:** Just as your father persuaded Eve to bite the apple, you are more persuasive. But that's not all, you can gain the ability to understand / speak any language for a short time, as well as the ability to curse others, roll+Heart. On a 10+, hold 2. On a 7-9, hold 1 and mark Corruption. On a Miss, your tongue is confounded and you can only speak gibberish for a time determined by the MC, but never longer than a day. Spend your hold to:

- Spend 1 hold. Gain +1 forward when you try to *persuade* someone. Multiple hold may be spent for greater effect.
- Spend 1 hold. For the scene you can speak and understand any language.
- Spend 1 hold. You can double the *interfere* penalty or counter one move that does not require preparation beforehand. The target must be able to hear your curse.

WITCH FINDERS

❑ **Witch Finder's Creed:** Absolute power corrupts absolutely! Wizards, immortals and hallowed can't be trusted as they are easily corrupted by the powers they draw from outside sources.

Penalty: -1 Rapport with the Power Faction. When your Rapport with Power resets, it always resets to -1.

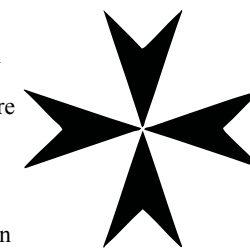
Moves for Witch Finders:

❑ **Disbelief:** It's all illusions and parlour tricks. You hold power in that fact that you don't believe in things like magic, which is ironic when you fight it, roll+Spirit. On 10+, Hold 3. On a 7-9, hold 1. On a Miss, you make yourself more vulnerable to the spells and powers by the Power faction. You may spend your hold to counter and/or negate 1 spell or move used by a member of the Power faction.

❑ **Inquisition:** Sometimes, the old ways are just so much more effective. Rather than persuading someone through kind words, torturing helps get both quicker information and sometimes better information. When you *study someone* using torturing techniques from either improvised or specialized tools, you gain +1 additional hold and are allowed to ask questions not on the list. You accept that the price of information is worth the cost of your soul, mark 1 Corruption. On a Miss, the sight is so gruesome that you are disgusted with your actions, -1 Forward.

Witch Finder's Organizations (Choose one Organization):

❑ **Knights of Saint George:** The Knights of Saint George is a conspiracy of hunters that are particularly dedicated to eradicating witches, thanks to the influence of their founder. Although they are tied to the Church of England, their beliefs come from a much earlier time, linking them to much more primitive and powerful gods. Any member of the Knights of Saint George must be inducted. Base members are Squires, and run the day-to-day operations and fronts for the conspiracy. To become a knight, the potential must undergo the first of what are Three Revelations. A member may undergo the Revelations at any point in their life. The **Three Revelations** are: that wizards, witches, and creatures of darkness exist; that the Knights do not follow Christian beliefs, but instead work to appease faceless creatures so the world will not end; and that there are powerful secrets the Knights know, but learning them brings the attention of the darkness.



❑ **The Gospel of Agares:** Many witch-hunters consider this Gospel to be the most "important" to their work from a practical standpoint. The Gospel of Agares deals directly with the witch's most potent weapon: her Dragon-gifted sorcery, roll+Spirit. On a 10+, hold 3. On a 7-9, hold 2 and mark Corruption. On a Miss, the MC makes a hard move because a powerful entity takes a debt against you. You may spend your hold on a 1-for-1 to:

- Ignore one spell or move used by a member of the Power faction, note that this does not negate the power, you simply are not affected by it's initial effect.
- Gain +1 armour (max armour +2)
- When you negate a spell or move with

Disbelief, you can inflict one injury of any type rather than on yourself back to the person trying to inflict the damage.

❑ **The Gospel of Amon:** Witches are vile, debased creatures, beset by demons of their own. This makes them easy prey for the mysteries of the Goetic Gospels, Marquis of Hell, teaches the Knight to exploit the foibles of his foes to gain an advantage in battle, roll+Spirit. On a 10+, hold 3. On a 7-9, hold 2 and mark Corruption. On a Miss, the MC makes a hard move because a powerful entity takes a debt against you. You may spend your hold on a 1-for-1 to:

- Spend 1 hold when a member of Power marks Corruption in your presence. Inflict 1 Faint injury on them.
- For a scene, you steal the knowledge of a spell or move possessed by a member of Power. They cannot use it for this duration and you must take a Faint (ap) injury to use the spell or move.
- You force a member of Power to become corrupted further by their witchcraft, when they use a move or spell, have them mark Corruption.

❑ **The Gospel of Beleth:** The Gospel of Beleth was discovered by the Knights of Saint George 45 years ago beneath a forgotten wing of an ancient temple in the Middle East. Its teachings are not yet fully understood by the Order, but the Knights have deciphered three of the hidden Goetic teachings within its text, and scholarly dragon slayers suspect there are yet more to be uncovered, roll+Spirit. On a 10+, hold 3. On a 7-9, hold 2 and mark Corruption. On a Miss, the MC makes a hard move because a powerful entity takes a debt against you. You may spend your hold on a 1-for-1 to:

- You stop a witch's attempt to gain power at all. If they are attempting to gain hold, they don't receive any, if there are other effects of the move, those still occur.
- You inflict the witch with the sin of Sloth. they take -1 forward
- You poison the witch's source, whenever they use a move or spell in your presence, inflict 1 Faint injury (ap).
- You sense all members of Power within Close range

❑ **Malleus Maleficarum:** Malleus Maleficarum is a conspiracy of hunters that are a secret branch of the Catholic Church dedicated to using holy powers to eradicate the creatures of darkness. Quite simply, the Malleus Maleficarum wants to put a stop to supernatural creatures and the horrors they inflict on their flock. To that end, they call on the powers of God and the blessings of His saints to help them. Any malevolent monster that threatens those in their care and they will come running.

**Note: Unlike most other Hunters Organizations that can only originate from the Hunter Playbook, the Malleus Maleficarum may also originate from the Hallowed Playbook. During advancement, the only*



difference than the above Advancement chart is that instead of taking "Hunter moves," you will be taking "Hallowed Moves."

❑ **His Wrath:** Your prayers call down blessings that aid you when you're on the attack, roll+Spirit. On a 10+, Hold 3. On 7-9, Hold 2 and mark Corruption.

- Spend 1 hold. You bless a weapon for the scene, increasing its damage by one step. They damage type is also considered Holy. You can only bless each weapon once per scene, meaning you can spend additional hold to bless extra weapons.
- Spend 1 hold. You cause every member of Power in the area to suffer damage (Faint Close). Multiple hold may be spent to increase the damage by one step per extra hold spent.
- Spend 1 hold. You call a blessing to aid you or another in a time of need. You or another player may take +1 forward. Multiple hold may be spent to increase this effect.

On a Miss, choose 2:

- Mark Corruption
- Take a Grievous injury
- Take a cumulative -1 ongoing until you spend a day in fasting and prayer.
- MC can make a hard move.

❑ **His Mercy:** Your prayers help to protect others, whether it's healing or actual armour that is needed, roll+Spirit. On a 10+, Hold 3. On 7-9, Hold 2 and mark Corruption.

- Spend 1 hold. You bless yourself or someone else. You or they take +1 armour. You can spend multiple hold to grant additional armour (max armour +2).
- Spend 1 hold. You heal through the laying on of hands. Downgrade an injury of any target (including yourself) by one step. Multiple hold may be spent to downgrade extra injuries.
- Spend 1 hold. You pray for strength to overcome your weakness, allowing you to ignore the effect of a scar for a scene

On a Miss, choose 2:

- Mark Corruption
- Take a Grievous injury
- Take a cumulative -1 ongoing until you spend a day in fasting and prayer.
- MC can make a hard move.

❑ **His Will:** Your prayers help you further God's will, no matter what it may be, roll+Spirit. On a 10+, Hold 3. On 7-9, Hold 2 and mark Corruption.

- Spend 1 Hold. Arrive at the scene at any time, fully armed.
- Spend 3 Hold. You pray for the power of Christ, restoring life to one character who died recently by covering them with a burial shroud and laying on your hands while in prayer.
- Spend 2 Hold. Mortality members easily overlook you while you can also instantly spot non-mortals on sight.
- Spend 1 Hold. You exorcise a possessing entity out of a person.

On a Miss, choose 2:

- Mark Corruption
- Take a Grievous injury
- Take a cumulative -1 ongoing until you spend a day in fasting and prayer.
- MC can make a hard move.

VIGILANTES

❑ **Vigilante's Creed:** Humanity needs saving, sometimes from itself. You are there to guide humanity through the mud so that it comes out the other side as safe as possible.

Penalty: -1 Rapport with the Mortality Faction. When your Rapport with Mortality resets, it always resets to -1.

Moves for Vigilantes:

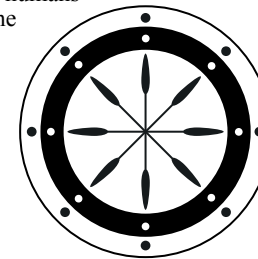
❑ **Flashing a Badge:** Whether it's real or fake, you have a badge, allowing you to claim that you're part of law enforcement. When dealing with Mortality, take a +1 in attempts to *persuade, threaten, or hit the streets*.

❑ **Call It In:** You need information and you need it quick. Either through a police dispatch or through a friend on a computer, you need to get the information as quick as possible, roll+Heart. On a 10+, ask 2. On a 7-9, ask 1 and have your contact mark a Debt against you.

- Who is my target?
- Where is my target right now or his last known whereabouts?
- What are recognizable features of my target?
- Who are known associates of my target?

Vigilantes Organizations (Choose one Organization):

❑ **Aegis Kai Doru:** Aegis Kai Doru is a conspiracy of hunters who are able to effectively use the treasures the Aegis holds in its power. Aegis Kai Doru has one motivation: to collect the powerful relics of ages past and keep them away from those humans that align themselves with the arcane or the evil of the night. While Aegis members are dedicated to their cause, they do not go into their missions blindly, realizing that sometimes keeping their foul targets alive can be just as effective and useful as striking them dead. Potential Guardians must undergo a trail called the First Initiation, where they are given hallucinogens and left, alone at sunset, in a vast labyrinth of some construct. In order to successfully complete the trial, they must find the exit before dawn; upon so they may then take the Vow of the Sword, becoming a true member.



❑ **Ringsel:** When a truly enlightened Buddhist master dies and the body is cremated, small, pearl-like stones are sometimes found among the ashes. Tibetan Buddhism considers these Ringsel to be the physical embodiment of the master's wisdom, knowledge and enlightenment. These little stones have a couple of handy uses. First, if you have a Ringsel on your person when you would mark Corruption, you may instead take a Grievous injury. Second, when you meditate over a Ringsel, you may heal your wounds. Wounds taken from the first effect must be healed through other means. To heal your wounds with these, roll+Mind. On a 10+, You may heal one injury by

two steps or two injuries by one step. On a 7-9, lower one injury by one step, but the effort in the meditation leaves you in an almost delirious state, take -1 ongoing for the scene. On a Miss, take the -1 ongoing for the scene and the stone blackens before crumbling to dust, requiring that you visit your superiors for a replacement before you can benefit from this move again.

❑ **Skeleton Key:** The Skeleton Key is a small, silver key in an archaic style, tarnished from long use. The teeth are grooved in such a way as to suggest human dentition, and the bow is an intricately detailed model of a human skull with tiny flecks of sapphire in the eye sockets. The key is always cold to the touch, even if carried in the hand or worn next to the skin for hours. This key can open any lock, even bespelled ones. Leaving the key in the lock and closing the door, relocks it and resets any tamper detection methods (such as tape, a piece of paper, or jamb. However, this item does not open doors that have been barred or blocked by something

❑ **Mask of Terror:** This relic is the mask used by one of the terrifying serial killers hunted by VASCU, called Slashers, or the skinned face of such a killer itself. These relics inspire terror when worn by the hunter in a way only the original killer could have. Only the wearer can remove this item when worn. When placed over your face, roll+Blood. On a 10+, You gain a +2 on attempts to **threaten**, and anyone who tries to **face their fear** in your presence treats their result as one step lower (making a 12+ a 10+, a 10+ becomes a 7-9, and a 7-9 becomes a 6-). On a 7-9, you gain +1 on attempts to **threaten** and mark a Faint wound as the mask or skin eats a portion of your flesh to attach. On a Miss, some of the mask's evil enters you through the consumed portion of you before falling from your face.

❑ **One-Eyed Kings:** These ancient, verdigris-covered copper coins are so worn as to be nearly indistinguishable from simple metal discs. Only a faint relief on one side can still be made out: the image of a king, in a style that vaguely suggests both Grecian and Babylonian. This king is missing an eye, though whether that is an intentional part of the carving or the wear of countless centuries is impossible to determine. One-Eyed Kings always come in a pair: one coin with the king missing his left eye, one with the king missing his right. To use these coins, walk the left-eyed coin over the knuckles of your right hand then placing it over your left eye. When you do, you can **keep an eye out** or **study someone** in the vicinity of the right-eyed king, even when you're not present. This connection only works for sense of sight, however.

❑ **Aegis Talisman:** According to Greek myth, the Aegis was the shield of Zeus himself, an indestructible goatskin buckler onto which the head of Medusa was mounted. The Relic bearing its name is a silver amulet the size of a man's spread hand, with the likeness of a Gorgon's face embossed in the center and a ring of tassels like snakes around the rim. It provides protection against both physical and mystical assault and can, if invoked with the proper force of will, temporarily paralyze an enemy with abject terror. When you wear this amulet, you are always considered armoured (+1 armor, max +2). Also, you may roll+Spirit

when you show them the amulet. On a 10+, choose 1. On a 7-9, the MC chooses one. Players may resist by **facing their fears**.

- People who see the amulet freeze up, too afraid to act.
- People who see the amulet run in terror.

❑ **VASCU:** The Vanguard Serial Crimes Unit, commonly abbreviated to VASCU, is a conspiracy of hunters who actively work within the FBI. They have jurisdiction over all crimes that involve serial and mass killings, and also boast an advantage other branches of the bureau do not have: all of their agents are naturally gifted psychics. These agents are able to channel their talents into VASCU's Endowment, otherwise known as Teleinformatics. As a tiny percentage of the human population has any sort of psychic sensitivity, VASCU lays claim to all possible FBI recruits with any hint of psychic talent. Often this talent is the only way these agents have any sort of qualification to join the Bureau, as they probably do not even meet the other strict requirements to be an agent. In addition, similar tests are run clandestinely during veteran agents yearly physicals; agents who unknowingly develop their sixth senses will be quickly transferred to VASCU whether they want to or not. Each VASCU agent undergoes a series of mind-altering chemicals and other procedures that help them develop the powers collectively known as Teleinformatics. These powers have the potential to be dangerous to the users health if it is not careful.



❑ **Interview:** Teleinformatic abilities that boost an agent's interviewing skills are what most people think of as psychic powers. Rather than boosting an agent's own abilities, these powers can read the information from other people's minds, roll+Mind. On a 10+, Hold 3. On a 7-9, Hold 2 and mark one Faint (ap) injury due to a severe nosebleed or headache. On a Miss, you experience headaches so bad, it may even cause an aneurysm. Spend your hold on a 1-for-1 to:

- When you **study someone**, they must honestly tell you one question they do not want you to ask. You may then add it to the list if it is not already there. Multiple hold may be spent for multiple questions.
- Sometimes it pays to be a human polygraph. When you **study someone**, take +1 forward (you may spend multiple hold to increase this effect)
- You synchronize your mind with another person's. When you are interrogating someone, you gain +1 ongoing for the scene to **persuade**, or **study someone**. This effect cannot be gained twice in the same scene.
- You can also employ your powers on allies in the field. When you **help** an ally, They gain +2, instead of +1.

❑ **Investigation:** Investigatory abilities heighten an agent's ability to read a crime scene — or any location — and understand what happened there. All Investigation powers rely on pure information processing rather than actually sending an agent's senses through time. As such, while she may pick up on hints and evidence that she's not

consciously recognized, if there's absolutely no evidence of something occurring at a scene then she will not know that it happened, roll+Mind. On a 10+, Hold 3. On a 7-9, Hold 2 and mark one Faint (ap) injury due to a severe nosebleed or headache. On a Miss, you experience headaches so bad, it may even cause an aneurysm.. Spend your hold on a 1-for-1 to:

- You're damn good at finding clues. Take +1 forward when you **hit the streets** or **keep an eye out**. Multiple hold may be spent to increase this effect.
- When you **keep an eye out** ask an additional question, not limited to the list. Multiple hold may be spent for additional questions.
- You speed your mind to inhuman speeds, including your awareness and your reflexes. Take +1 forward for a combat action. Multiple hold may be spent to increase this effect.

❑ **Research:** VASCU agents who develop research-based powers through the Wintergreen Process access information from a wide range of sources, even when the agent's miles from cellphone coverage. Whether the agent's capable of running a background check without touching a computer or following a target using a hundred eyes, he can see whatever he needs by channeling his talents, roll+Mind. On a 10+, Hold 3. On a 7-9, Hold 2 and mark one Faint (ap) injury due to a severe nosebleed or headache. On a Miss, you experience headaches so bad, it may even cause an aneurysm.. Spend your hold on a 1-for-1 to:

- You just instinctively know where to go. You may travel quickly to a location where you can obtain gear or find information relevant to your investigation.
- Ask a question about another character's background, no matter how secret. Multiple hold may be spent to ask additional questions.
- By touching an item you know all the information it has stored. If the item is a computer with internet access, you can also know any information that the web has to offer. This information stays in your mind for a scene.
- Tag a person or object, you know where the target is at any time for the rest of the session. Multiple hold may be spent to tag multiple targets.
- For a single scene, you may increase a stat by +1 (max +3). Hold cannot be spent to increase the same stat multiple times, but it can be spent to increase a different stat at the same time.