



# ONE YEAR LATER

HUNTER: THE VIGIL  
QUICKSTART

## Your Vigil Starts Here

Like most people, you've probably had the sense—at least once—that things are not right with the world and not everything is as it seems. You've felt that sinister truths hide behind a façade of normality, veiled partially by the rational, orderly “natural laws” we call science. And when night falls, when the shadows grow long and the wind whistles through the trees, you shudder and remember the truths of your ancestors, who were right to fear the dark. You've just entered the World of Darkness, a world very much like our own, save that the shadows hide very real monsters (though most people fool themselves into believing it isn't so).

In **Hunter: The Vigil**, the sixth Storytelling game set in the World of Darkness, you and your friends tell the story of those people who have come to recognize the truth, that monsters exist. These individuals cannot sit idly by. They study their foes. They destroy them or steal their power. They use them as pawns against one another. It's not an easy thing, the endless hunt, the ceaseless Vigil. It is a thing of brutality and obsession, a slope slippery with the blood of those who came and fell before, a slope that descends into nightmare. And yet they can do no differently, because the Vigil drives them. They sacrifice. They push forward. They *hunt*.

At the barest level, hunters exist in ignorant, rag-tag cells—friends, family or those driven together by maddening circumstances. They protect their stretch of forest, their city block, their network of women's shelters. They don't know the depth of what's out there; they have only the meager light of their own candles to light the way.

Candles give way to torches, to cells who band together in localized compacts. They pool resources. They provide moral support. They present a more unified front against the denizens of darkness.

And torches give way to raging bonfires as those compacts grow outward globally and backward through time. Ancient groups and modern conspiracies supply their hunters with potent weapons, some of which are so strange that those who use them can only wonder how long they can truly maintain their own humanity.

But even coming together to form an inferno or firestorm, hunters can't help but notice how deep and long those shadows are, and how numerous. Worse, fire is temporary: a candle burns down to its wick, a torch is snuffed in a cold wind, a bonfire has soon consumed all it can and grows dark. Hunters know they, too, are temporary where the shadows seem endless and eternal. They can only hope others will carry the Vigil in their stead.

## The Game

**Hunter** is a Storytelling (or roleplaying) game. In it, a group of players cooperates to tell a story. Each player takes on the role of a single hunter, except for the Storyteller. This player essentially takes on every other role, describing the world to the other players, acting out the parts of other characters and determining what challenges the players' characters face. Players roll dice to determine whether their characters can overcome the challenges before them. In a typical exchange, the Storyteller describes the scene in which the players' characters find themselves. (“You rise from a night's rest in the small

shack on the outskirts of town you use as a hideout. A scratching at the door tells you someone is trying to get in. What do you do?") The players in turn describe their characters' actions, usually in the first person. ("I sneak up to the door and look through the peep hole.") The Storyteller then describes the results of the action, and he and the players go back and forth until the scene is resolved. Dice are rolled when players have their characters try things that aren't guaranteed success. Jumping out of a moving car without getting hurt would require a dice roll; leaving a stationary one wouldn't.

This booklet contains everything you and five of your friends will need to play your first game of **Hunter**, except for some pencils, paper for notes and several 10-sided dice. (These specialty dice are available in most hobby shops and are sometimes called "d10s.") Those of you who are going to be players should read over the character backgrounds in the back of this booklet and choose the one you want to play. The Storyteller should read the rest of the booklet in preparation before playing.

## The Rules

**Hunter** uses a set of rules called the Storytelling System. Many of the rules are introduced in the scenario proper or on the character sheets, but there are a few basics to go over first.

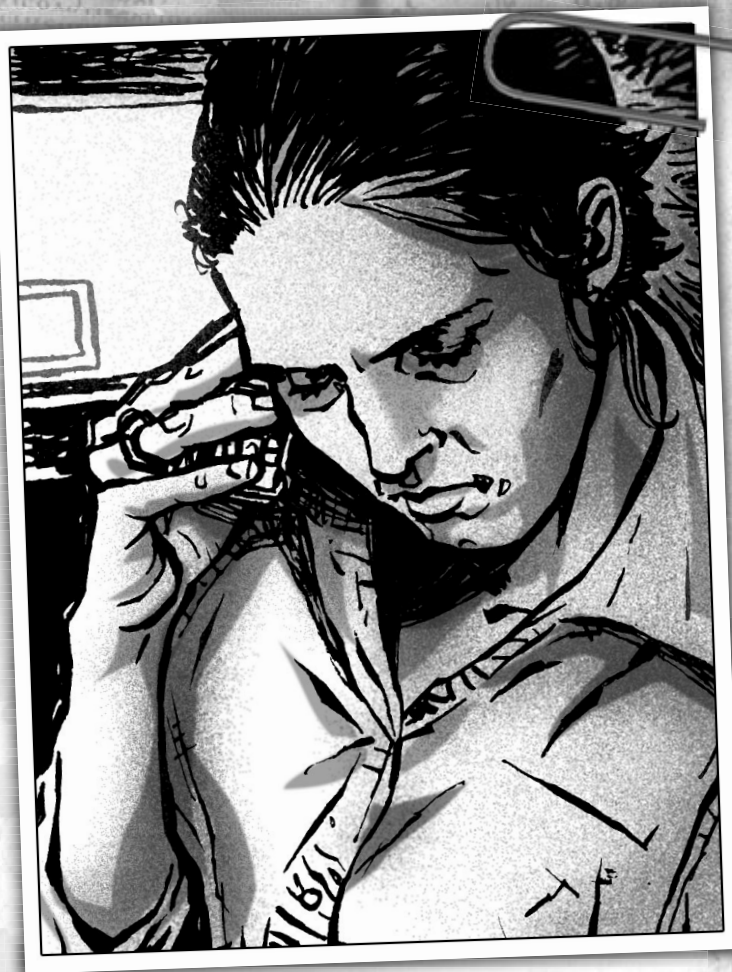
**Rolling Dice:** When rolling dice in the Storytelling System, you do not add the numbers together. Instead any single die that comes up 8 or better is considered a *success*. You usually need only one success to accomplish a task, but more is always better (causing more damage in combat, for example). Any die that comes up 0 (considered a 10) counts as a success and can be rolled again to potentially get another success. If you roll no successes at all, your character has failed that action.

**Dice Pools:** The number of dice you roll to attempt something is called your *dice pool*. It is usually made up of the total of one Attribute and one Skill on your character sheet, along with modifiers imposed by adverse conditions or any special equipment your character uses.

**Modifiers:** The Storyteller determines what *modifiers* apply to any dice pool. These either add to or subtract from the number of dice rolled in the dice pool. Modifiers usually come from tools used, Merits the character has or general circumstances. The Storyteller should grant or impose a bonus or penalty if the circumstances are especially favorable or deleterious, usually ranging from +5 to -5 (although modifiers tend to be closer to +2 to -2). For example, an attempt to climb a wall that is slick with rain and slime could suffer a -2 penalty, whereas doing so on one with a few handholds could gain a +1.

**Chance Die:** If modifiers reduce your dice pool to zero or fewer dice, you should roll a single die called a *chance die*. A 10 rolled on a chance die generates a single success, while any other result is a failure. Rolling a 1 on a chance die indicates a dramatic failure, and the Storyteller should describe especially troublesome results (a gun jamming, a blowout during a car chase, etc.).

**Actions:** Almost anything a character does is considered a *simple action*. You determine the dice pool, roll the dice, and see whether you succeed or fail. In combat you can perform one simple action per turn.



Sometimes you'll be asked to take an *extended action*, which represents doing something over a period of time, like researching something in a library or searching a room. In this case, each roll of the dice represents a fixed amount of time (usually 10 minutes, but it varies for some more involved actions). You accumulate successes from roll to roll until you run out of time or get a certain number described in the text.

Some actions can also be *contested*, which means two people are working against each other, such as in an arm-wrestling match or when a character tries to sneak past a watchful guard. In a contested action, each player (or the player and the Storyteller) rolls the dice pool for his character, and the person with the most successes wins.

Finally, some actions are *reflexive*, which means they happen automatically and don't take up any time. You can perform them and still perform a simple action in that turn.

**Turns and Scenes:** A turn is a 3-second period used to track time passing in combat. A scene is a longer period of time, usually as long as it takes for everyone to do what they want in a particular place.

## The Character Sheet

This booklet contains character sheets for the five characters players will use in "One Year Later." These sheets con-



tain all the game numbers that define a character's capabilities, divided into a variety of traits. Most traits are rated from one dot (•) to five (•••••), much like a star rating system for movies. Different traits represent different things.

**Attributes** represent inherent capabilities, such as Strength, Intelligence or Presence. Nearly every roll uses one of these as a basis for the dice pool.

Spirits and ghosts use three special Attributes: Power, Finesse and Resistance. Power represents a ghost's ability to affect its environment. Finesse represents a ghost's capability in interacting with or manipulating elements of its environment. Resistance represents a ghost's ability to withstand forces that could banish or destroy it.

**Skills** represent learned abilities, like Firearms or Medicine. A word or phrase in parentheses next to a Skill indicates a Specialty, an area of the overall Skill in which the character is particularly talented. If you are asked to roll a dice pool in which your character doesn't have the right Skill, you suffer a penalty of either -1 (for a missing Physical or Social Skill) or -3 (for a missing Mental Skill). If, on the other hand, you have a relevant specialty in the Skill in your dice pool, you get a +1 modifier.

**Health** determines how wounded your character is, and it has both dots and points. Your character's dots are filled in on your character sheet, and they represent the total number of Health points available to him when he is uninjured. His lost Health points are recorded in the corresponding boxes, denoting his current state of health. (See "Health and Damage" for how to mark off Health points and the effects of wound penalties.) Spirits and ghosts use Corpus points instead of Health points.

**Willpower** represents your character's reserves. You can spend only one point of Willpower on any roll, and you get three additional dice in your dice pool. Alternatively, you can spend a point to raise your Defense trait by two against a single attack. Further, hunters can *risk* Willpower (see "Risking Willpower," p.7). Willpower is valuable, and it's regained by acting in accordance with your character's **Virtue** and **Vice** (see individual character descriptions). It is ranked from 1 to 10, unlike most of the other traits.

**Merits** are special edges a character has, such as Contacts or Resources or Stunning Looks. The effects of each are explained in the character's description.

**Profession** represents what the hunter is good at. It's not just a job; it's what the hunter *is*. The character's profession relates to her Professional Training Merit, and is listed on the character sheet.

**Tactics** are special maneuvers hunter cells develop in order to combat supernatural monsters. Most of the members of the cell need to participate in the Tactic for it to be effective. How to use Tactics is detailed in "Tactics" on p. 7-8, and the Tactics the cell has are detailed on the character sheets in the back of this booklet.

**Defense** and **Initiative Modifiers** are traits used in combat, and are explained below.

**Speed** is the number of yards a character can move in one combat turn and still perform an action. A character can run up to twice his Speed rating yards in a turn if he sacrifices his action. Speed will most likely come into play in a chase.

**Morality** is a measure of your characters' sense of compassion and basic respect for the rule of law. Your characters can lose Morality over the course of play. Morality is ranked from 1 to 10, with an average Morality of 7.

## Combat

Violence is inevitable in the life of the hunter—some would say it's at the core of the Vigil. When a fight breaks out, it can be important to keep track of who is doing what, and how badly they are hurting each other.

First, the Storyteller tells the players their characters are entering combat. Until the combat ends, everyone acts turn-by-turn, with each character getting one chance to act each turn.

Next, have everyone roll Initiative, which is the result of the roll of a single die + the character's Initiative modifier as listed on the character sheet. This is a rare case in which you add the number that comes up on a die to the value of your trait, instead of rolling a dice pool and looking for a success.

Starting with the character with the highest Initiative result and continuing to the lowest, each character gets to take a single action (usually an attack). The player can choose to yield her character's action until later in the Initiative queue, or until the next turn if she wishes. The Storyteller resolves each character's action before asking the next player what her character does.

If a character attacks another character, the attacker rolls the appropriate dice pool:

- ☠ **Unarmed close combat:** Strength + Brawl, minus target's Defense and armor (if any)
- ☠ **Armed close combat:** Strength + Weaponry, minus target's Defense and armor (if any)
- ☠ **Touching an opponent:** Dexterity + Brawl, minus target's Defense
- ☠ **Ranged combat (guns and bows):** Dexterity + Firearms, minus target's armor (if any)
- ☠ **Ranged combat (thrown weapons):** Dexterity + Athletics, minus target's Defense and armor (if any)

Add bonus dice based upon what weapon is being used or what effect is being performed, then subtract penalties for circumstance conditions. The player rolls the remaining pool. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack. The Storyteller describes the attack and wound in narrative terms.

Once everyone has acted, a new turn starts and the player with the highest Initiative gets to act again. Players *do not* make new Initiative rolls every turn.

## Complications

**Avoiding Damage in Close Combat:** Your character's Defense trait represents his instinctive ability to duck and weave and make an enemy's close-combat attacks more difficult, and so serves as a penalty to incoming attacks. If your character hasn't yet acted this turn and is willing to forgo that action, he can dodge, which doubles his Defense for the rest of the turn.





If your character is attacked multiple times in the same turn, however, it becomes harder for him to avoid being hurt. For every attack targeted at him past the first, reduce the character's Defense by 1 (to a minimum of 0). If your character is dodging, the doubled Defense reduces by 1 for each additional attack.

**Avoiding Damage in Ranged Combat:** Unless a ranged attacker is only a few feet away or is throwing a weapon, Defense doesn't apply. To avoid damage in a firefight you can either hide behind something solid or fall prone to the ground. Falling prone constitutes a character's action for the turn but levies a -2 penalty on ranged attacks. Anyone within a few feet gets a +2 bonus to hit a prone character, though.

**Concealment and Cover:** If your character is partially concealed behind an object, she is harder to hit with ranged attacks. The penalty goes from -1 (crouching behind an office chair) to -3 (poking up out of a foxhole). If you are completely concealed, the attacker suffers no dice pool penalty but has to score enough successes to shoot through the intervening object (called the *cover*). Piercing an object reduces the number of successes rolled by a number based upon the *durability* of the cover: from 1 (for wood or thick glass) to 3 (for steel). If this penalty reduces the number of successes to 0, the attack fails to penetrate the cover and you take no damage.

**Range:** Every ranged weapon has three ranges listed in yards, in the format "short range/medium range/long range." An attacker suffers no penalty when her target is within the short range. If the target is at medium range, she suffers a -2 penalty. At long range, this penalty goes to -4.

## Health and Damage

**Damage Types:** There are three types of damage, each more serious than the last: bashing, lethal and aggravated. *Bashing damage* generally results from blunt or stunning attacks. *Lethal damage* often comes from cuts, gunshots and other more serious attacks. *Aggravated damage* is the result of especially vile supernatural attacks or extremely damaging effects (like fire).

**Marking Damage:** When a character suffers damage, the player marks off that number of Health points, starting with the box under the leftmost dot of his Health trait and proceeding left to right. The symbol used depends upon the type of damage.

Bashing damage is marked with a slash (/) in the first available empty box. So imagining that Gabreski (one of the characters in this scenario, who has eight Health dots) had just taken one point of bashing damage, his Health boxes would look like this:



Lethal damage is marked with an X, and it pushes any existing bashing damage right on the track (so that it always appears to the left of bashing damage). If Gabreski next took a point of lethal damage, his track would be:



Aggravated damage is marked with a large asterisk (\*) by adding a vertical bar to an X. It also pushes any existing lethal and bashing damage right on the track (so that it always appears to the left of lethal or bashing damage). If Gabreski next suffered a point of aggravated damage, his track would be:



**No More Health:** Marking off a character's last Health box usually means the character has become incapacitated. If that rightmost wound is bashing, she falls unconscious. If that rightmost wound is lethal or aggravated, the character quickly bleeds to death. Note that this would mean the character has no bashing damage at all, since it will always be the rightmost. Supernatural creatures may react differently to damage—nothing is certain with monsters.

**Additional Damage:** An unconscious or severely battered hunter can still be damaged by further attacks. Without further Health boxes to mark off, you represent this damage by upgrading existing wounds. Any new bashing wound upgrades an existing bashing wound to lethal (make the leftmost / into an X), while new lethal damage can upgrade older wounds to aggravated (make the leftmost X into an asterisk). Additional aggravated damage also converts a point of bashing or lethal damage to aggravated (make the leftmost / or X into an asterisk).

**Healing:** Hunters recover from damage thanks to rest and medical attention. Left to heal naturally, characters recover one point of bashing damage every 15 minutes, one point of lethal damage every 2 days, and one point of aggravated damage every week. Lost Health is recovered from right to left on the character sheet.

## Taking the Vigil

The characters in this scenario are already familiar with hunting monsters and the shadowy world of the Vigil, but since the players can't be expected to know the various aspects of the hunt, we have compiled the details into this comprehensive list.

### Tiers

Hunters must keep their Vigil a closely guarded secret, because humanity as a whole is ignorant of the horrors lurking in its midst. Yet while the Vigil is a lonely and isolating existence, very few hunters can take on the night alone and hope to survive. Individual hunters band together to form *cells*, pooling their skills and resources to take on solitary monsters that threaten their communities. Sometimes these hunters become aware of other cells 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 compacts 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.

### Tier One: Hunter Cells

A cell is the smallest and most common element of hunter society; at its core, it's a group of like-minded people dedicated to stopping the monsters that threaten their homes and loved ones. These groups are usually composed of only a handful of individuals, often with minimal resources and limited knowledge of the supernatural, and their area of influence is extremely local. Any given city features dozens, if not scores, of hunter cells.

### Tier Two: Hunter Compacts

Hunter cells that survive long enough will eventually stumble across the existence of others like them, each going about the Vigil the best way they know how. As more cells pool their knowledge and resources to pursue a common goal, their network of communication becomes more elaborate and better organized. This is how many hunter compacts take shape, starting out as a collection of isolated groups that come together to pursue the Vigil on a much larger scale.

**The Ashwood Abbey:** A decadent Hellfire Club dedicated to experiencing everything that life (or unlife) has to offer.

**The Long Night:** Christian hunters who fight the agents of evil in an attempt to stave off the end of the world.

**The Loyalists of Thule:** Hungry for knowledge, this occult group seeks things man was not meant to know in places he was not meant to tread.

**Network 0:** Network 0 uses radio, television and Internet resources to not only hunt monsters but also to publicize their existence.

**Null Mysteriis:** Skeptics who battle the supernatural in an attempt to prove it does not exist.

**The Union:** Rag-tag blue-collar monster hunters, members of the Union work without government sanction to protect humanity against its most dangerous enemies.

### Tier Three: Hunter Conspiracies

Some hunter groups manage to grow until they become influential, well-financed conspiracies that are capable of challenging the world's monsters on an even footing. Through shrewd leadership and relentless dedication to the Vigil, these conspiracies have built a resource base that allows them to operate more or less self-sufficiently; more importantly, they have accumulated a storehouse of occult knowledge and operational tactics their smaller peers can only dream about.

**Aegis Kai Doru:** Greek for "Shield and Spear," the Aegis Kai Doru search the world for history's legendary artifacts with which to bolster their numbers in their timeless battle against the forces of darkness.

**Ascending Ones:** The Ascending Ones trace their history and symbology back to both ancient Egypt and Muhammed the Prophet. Like the sacred sun, they see themselves as a cleansing agent that can burn away the monstrous impurities of the world.

**The Cheiron Group:** A confederacy of international corporations, The Cheiron Group possesses great wealth and technology.



**The Lucifuge:** Is it a paradox for those who consider themselves the children of a fallen angel to hunt monsters? The Lucifuge doesn't think so, hoping to earn its redemption by slaying the truly evil forces in the world.

**Malleus Maleficarum:** In the Middle Ages, the Malleus Maleficarum wielded the power of the Church against vampires. Today, the Catholic conspiracy pursues supernatural monsters of all sorts with religious zeal.

**Task Force: VALKYRIE:** This covert government anti-monster brigade includes members from every branch of the military, foreign and domestic. They hunt by order only, slaying monsters where and when their higher-ups dictate.

## Risking Willpower

Instead of spending a Willpower point to get three additional dice for a roll, a player can *risk* Willpower on a roll once per scene. Risks don't stack; that is, if a player didn't risk Willpower last scene, he can't do it twice during the current scene. The roll must directly relate to the Vigil. Rolls to uncover information about a *known* monster, to break into a monster's home, to interrogate the monster's minion, to sneak up on a sleeping creature, to resist a monster's powers and, of course, combat rolls against monsters, can all benefit.

When a player wishes to risk Willpower, he states this *before* rolling the dice. If the roll succeeds, the character regains the point of spent Willpower and an additional point on top of that (for a total of two Willpower points gained), though this can never go beyond the character's pool limit. The character feels a flush of ex-

hilaration and a sense of invincibility. If the roll fails, however, the world comes crashing down around the hunter. The roll is considered a *dramatic failure*, no matter how many dice were rolled.

Risked rolls can benefit or suffer from environmental or equipment modifiers, just as other rolls can.

## Tactics

Successful cells of hunters develop *Tactics*, specialized maneuvers to damage, hinder and even learn from supernatural creatures. Tactics require practice and discipline to execute correctly, and they don't bestow supernatural alacrity or strength on the hunters who use them. The Tactics possessed by the hunter characters are listed with the character sheets in the back of this booklet. There are a few unique rules for implementing a Tactic:

- ☠ One character is the *primary actor* for the Tactic. The player of that character makes the *last* roll in the Tactic, the one that ultimately determines whether the Tactic succeeds or fails.
- ☠ All other characters are *secondary actors*. They make their rolls before the primary actor.
- ☠ Any successes on a secondary actor's roll add to the primary actor's dice pool. A failure adds nothing, and may have additional effects (see individual Tactic descriptions). A dramatic failure imposes a -4 penalty on the primary actor's roll *in addition* to any of the effects of a failure.
- ☠ A player can choose to risk Willpower as either a secondary or primary actor, with all the benefit and risk that entails. A player can also spend Willpower normally.



If the primary actor succeeds in his roll, the Tactic is successful, and the benefits listed under “Success” take effect. If the primary actor fails, however, refer to the “Failure” section of the Tactic.

## Morality

Hunters hunt. It's what they do. For some, this is extremely literal—guns drawn, bullets blazing, the hunter tracks her prey and puts an end to its profane existence. For others, the pursuit is more figurative, capturing and studying the supernatural, or gathering resources and information to help protect the people, places and things important to the hunter. Either way, the hunter is frequently confronted with having to decide what is right and wrong.

Morality tracks this delicate balance as the hunter struggles with his conscience. A hunter with high Morality is concerned about the rules of society, and is better able to relate to people in it. By contrast, a hunter with low Morality finds her sanity spiraling out of control. She becomes more like a monster herself, capable of virtually any depraved act.

When the character commits such an act, the player rolls a number of dice based upon the severity of the sin; Willpower can't be spent on this roll. The worse the sin, the fewer dice are rolled: petty theft is four dice, manslaughter or massive property damage is three dice, murder is two dice. If the roll fails, the character loses a point of Morality. Characters with reduced Morality find a way to cope with their loss of perspective, and allow themselves to drift further out of touch. It will now take a worse sin to cause another roll to degenerate. At a rating of 7 (where most of the characters start) petty theft or shoplifting can cause a loss of Morality. At Morality 6, only grand theft or burglary can spark such a roll. At Morality 5, it takes intentional mass property damage, such as arson. At Morality 4, it takes an impassioned crime such as manslaughter.

Characters who do lose Morality also risk becoming unhinged mentally. If a player fails a degeneration roll, he should immediately roll his character's *reduced* Morality as a dice pool. If he fails that roll, the character gains a derangement. This can be any form of minor but pervasive mental disorder, such as depression or a phobia. The player should roleplay this new character quirk, but it has no mechanical effect.

# One Year Later

This story takes the characters deep into the World of Darkness, and reveals some of the terrible secrets that exist just outside human understanding. It is meant as an introduction to the strange lives of hunter characters and as a launching point from which Storytellers can begin chronicles of their own devising. Though the characters start out in Pittsburgh, their ultimate fate is in your hands. This standalone scenario is meant for the Storyteller's eyes only. If you are planning to take on the role of one of the characters in “One Year Later,” please stop reading now. Storytelling games are much more enjoyable if you experience the plot twists and surprises along with your characters, so don't spoil the fun for yourself.

## Preparing for Play

First, read through the rules at the beginning of this document, just to get an idea of how the mechanics of the game work. Then, have a look at the character sheets at the end of the booklet, and note the characters' different capabilities and advantages. We don't expect you or the players to memorize everything right out of the gate, but if you give the characters a quick once-over in conjunction with the rules, the numbers will make more sense in game play.

Let the players read over their characters' backgrounds, roleplaying hints and traits, and answer any questions they might have. Help them understand how the rules work with regard to the dots and numbers on the character sheets. Also, read through “One Year Later” once before attempting to act

as Storyteller. We've tried to make it as easy as possible on you, but you should have an idea of what's coming up. Plus, players will always make decisions that you—and we—didn't see coming. That's great! That's part of roleplaying. It does, however, require you to think on your feet.

If you know how the plot progresses, you can take what the players do and allow those decisions to steer the game toward a satisfying conclusion, rather than having to say, “No, you can't do that because it would take us too far off track.”

## Characters and Background

“One Year Later” takes place approximately one year after a hunter cell was formed in the Kensington neighborhood of Philadelphia. The cell's core consists of three members of the Philadelphia police force's Special Cases Unit, which deals specifically with strange events and occurrences throughout Philadelphia. After investigating a particularly violent case of missing illegal immigrants (who were fed to a coven of ghouls), the cell joined Task Force: VALKYRIE and has used its status in the organization to rid Philadelphia of its many monsters. Their first task as members of TFV involved hunting and chasing down a warlock involved in ritualistic human sacrifice. From then on, the cell has focused upon the Kensington neighborhood and its cabal of demons, sorcerers and vampires. When the story begins, the members are on the trail of the last of the ghouls that escaped them a year ago. The ghoul wants revenge on the cell for killing its brethren; the cell members seek vengeance for the death of their friends.



## ABOUT THE FORMAT

The format we use for scenes in this quickstart is our Storyteller Adventure System (or SAS for short). To keep this quickstart lean and focused, we haven't included many of the core premises and Storyteller suggestions that are at the heart of the SAS. If you want to learn more about how our stories work in this system, be sure to read the free SAS Guide, found at the SAS website:

[www.white-wolf.com/sas](http://www.white-wolf.com/sas)

Gabreski's Boys, as they have named themselves, consists of five members. Vince Gabreski is the cell's leader, as well as the lead detective in the SCU. He is a member of Task Force: VALKYRIE along with his fellow detectives Andrea Taggart and Jack Dean. The other members of the cell are Karl Rivers, a freelance journalist affiliated with the Network 0 compact, and Raimundo Gutierrez, a gang leader who is with the Union. Raimundo also lost a friend to the ghoul and is in constant conflict with Vince over the direction of the cell.

If your group has already played "The Hunt," it might be familiar with the characters and the overall setting. Playing "The Hunt" is not a prerequisite to playing this story; the characters are the same but the stories are only loosely connected.

# Scenes

## STAKEOUT

Mental  Physical  Social 

### Overview

The cell is in the middle of an investigation. Its target: a ghoul, gone into hiding for nearly a year and that caused the death of a number of the cell members' close friends. While probing one of the ghoul's followers, a black SUV rams into them, someone or something inside throwing a metal briefcase at the van before peeling away. Inside the case is a ransom note declaring that Raimundo's sister, Lupe, has been kidnapped. The only ransom is a demand that the cell cease its investigation of the ghoul.

### Description

Huddled silently in a non-descript white van, your cell sits impatiently, staring out the windows, glaring at the blips on the computer screens. The monotony is wearing on everyone, even the grizzled veterans who always view the stakeout as a necessary tool for investigation—despite its incessant ennui.

After another half hour of waiting, the van starts to stir: the target has been spotted! A pale man carrying a battered black briefcase saunters down the street, gliding right into range. Other passersby do not even glance at him: it's as if they can't even see him. But you know his secret; you can see his dead eyes even from this distance. This is the man who will take you to your monster.

Once the hunt begins, be sure to describe the surrounding streets as the minion makes his way to his intended destination. Depending upon the number of obstacles you wish to include, the streets can be perilously crowded, silent and still or somewhere in between. It is important to note who and where all the characters are, particularly as they weave through the streets in pursuit of this man.

If the cell does not notice the SUV's attack, read the following:

*Tires screech behind you, penetrating the calmness of the street. The van lurches forward violently, its occupants colliding with the wires, equipment and each other. You are bumped and bruised, but not badly damaged. A black SUV drives up to the driver's side of the van, its rear passenger door opening; an arm protrudes from the inner darkness and brandishes a metal briefcase. The SUV's hood is heavily damaged, but it still seems to run well. The arm throws the briefcase at the van's driver's side door before peeling away down the street, the arm retreating back into the darkly tinted windows. It stops by the ghoul's minion, who leaps inside before the SUV drives away, around a corner and out into the rest of the city.*

Inside the metal briefcase there is a single note, a ransom letter written in neat letters on the blank sheet of paper. It reads:

*We have taken Lupe Gutierrez.  
If you would like to see her alive,  
stop your investigation of the ghoul.  
We will be watching you. This is for  
the good of the vigil.*

*-Lanternum Nocturne*

## Storyteller Goals

There are really only two parts to this scene: the investigation and the attack. Both these parts may be as long as you desire, although it is recommended that the first part be longer so the second part is more jarring to the cell. This investigation is the culmination of a year's worth of work; when threatened in this way, the mission is in jeopardy and possibly compromised.

After the attack occurs, your goal is to portray two likely courses of action by the players: follow the SUV or find out who the "Lanternum Nocturne" are. Remind the players about the situation and the motives of their particular characters: Raimundo is the pivotal character in this situation, as it is his sister who gets kidnapped, and thus he has the most invested in the choice. It is likely the player chooses to follow the SUV, but not a guarantee. If you need to balance out the argument, suggest to Gabreski's player or Karl's player that the more prudent option is to find more information on the group before taking rash actions (and possibly leading the cell into an ambush). Your job is to give the players the options for their next move; let them debate amongst themselves and choose their path.

A possible drama that can unfold in this scene is the emerging strife between Gabreski and Raimundo for control of the cell. Raimundo acts out of instinct and with emotional intensity, so it would be best to allow his player the room to showcase this desperation. These characters will each have their own opinions on what to do; give them room to debate. Gabreski, as leader, might be the deciding factor and give the ultimate order, but this can be a perfect opportunity to create tension in the pecking order, as Raimundo (who is not involved with the Task Force: VALKYRIE conspiracy) can show outward antipathy with the cell's direction.

## Character Goals

In the first part of the scene, the characters have a simple goal: follow their target and hope he leads them to some important information on the ghoul. The characters may take whatever means necessary while tracking their target, but if they blow their cover or act too slowly, their target may escape, leading them into a dead end.

The real drama takes place once the van is attacked. Gabreski might be the leader, but Raimundo is the deciding factor in the decision following the attack.

## Actions

While the scene is separated into two parts, the first part contains the bulk of the actual action, as the cell actively tracks the ghoul's minion; the second part, the attack, is more cinematic.

### Tracking the Minion

Staying in the van and using its specialized tracking equipment, the cell follows the ghoul's minion through the streets of the Kensington neighborhood. This action is a stealthy one: the cell is early in its investigation and does not want to be noticed. As the minion walks through the neighborhood, briefcase in hand, the cell must find key positions to park in order to remain hidden from

the creature's attention. While you can roleplay the various positions available to the cell, it is important to have at least one of the group's members stay in the van while the rest are at least within visual range. The cell can use its Etheric Tracker and Etheric Goggles Endowments at various points while on foot, but the latter (being night-vision goggles) would look conspicuous, while the former requires a relatively close range in order to be effective.

The cell may use the Profiling Tactic during this scene as well.

## Tracking

**Dice Pool:** Wits + Investigation

**Action:** Extended and contested. Each roll represents a city block, or about a minute of tracking the subject. If the minion achieves more successes than the cell, he is out of range of its equipment, its equipment is having difficulties, or it simply can't get a solid fix on the target.

**Hindrances:** (For cell) Crowded street (-2), conspicuous cover (-2). (For minion) Daylight (-1), empty street (-1)

**Help:** (For cell) Familiar with neighborhood (+1). (For minion) Invisible (+3)

**Roll Results**

**Dramatic Failure:** If the roll results in a dramatic failure, the minion not only gets away, but notices the cell tracking him as well. He might attack the cell, call for help, etc. The investigation may even be compromised, making any further searches involving monsters at a -1 penalty for the rest of the story.

**Failure:** The cell loses track of the minion.

**Success:** The cell successfully tracks the minion for a number of blocks without being noticed, possibly able to plant a tracking device or to overhear bits of information about the ghoul's operation.

After five successes, give the cell one of the following options:

- ☠ Attempt to use Etheric Tracker Endowment on the minion.
- ☠ Overhear the phrase "LN will deliver the goods."
- ☠ View a handoff of the briefcase between a human and the minion.

**Exceptional Success:** If ten or more successes are noted, all the information is revealed.

At any point during this tracking sequence, you may interrupt the investigation with the SUV's attack. It will likely be a complete surprise to the cell, but you may allow the characters the chance to notice the attack before it occurs.

## Noticing the SUV

The characters could either hear the squealing tires, the acceleration of a fast moving vehicle, or even catch a glimpse in their peripheral vision of an SUV moving at the van.

**Dice Pool:** Wits + Composure

**Action:** Instant

**Hindrances:** Nighttime (-2), backseat passenger (-3), raining (-1)

**Help:** Quiet neighborhood (+2), driver (+2)

**Roll Results**

**Dramatic Failure:** The attack is a complete surprise and you are not braced for the impact. Take two points of bashing damage.



**Failure:** The attack is a surprise but you are secure in the vehicle. Take one point of bashing damage.


**Success:** You notice the SUV but do not have time to warn the others. Take no damage.

**Exceptional Success:** You notice the SUV with enough time to warn the others, particularly the driver. The driver moves the van in time to avoid the attack (optional), or everybody braces for the impact and no damage is dealt.

## Consequences

This scene will most likely lead to either “High-Speed Chase” or “Looking For Clues.” If they decide to chase down the kidnappers, proceed to the former; if they would like to wait and make their move at a later time, proceed to the latter.

# HIGH-SPEED CHASE

Mental  Physical  Social —

## Overview

In their battered van, the cell chases the black SUV through the streets of Philadelphia, hoping to catch up to the kidnappers. Dodging bullets and traffic, the cell pursues the SUV as it weaves and scurries through crowded streets, tight back alleys and industrial roads. Unable to catch up, the chase eventually leads to an unused tunnel. The SUV rolls into the tunnel, turns off its lights and lies hidden in the underground expanse.

## Description

*The streets seem more crowded than they were before; then again, you weren't barreling through them at top speed like you are now. Despite the damage taken to your van's rear, it is holding up surprisingly well—at least for now. If it can last a few more blocks, you will be a happy camper. This thought is one of the last things on your mind, however, as the black SUV weaves through two cars and runs another red light.*

If the cell is successful in pursuing the SUV to the tunnel, use the following description:

*Your target turns abruptly into an alleyway, tires skidding and smoke billowing as it burns the worn rubber on the pavement. You follow, your van barely fitting in the skinny alleyway littered with trashcans. Emerging on the other side, the expanse opens up to a wide service road. The SUV turns again, revving its engines as it nears an opening in the buildings further down the road: a tunnel. Riding with all the velocity it can muster, the SUV penetrates the darkness, its light disappearing in the void. Strangely you can't see even the lights on the other side of the tunnel.*

## Storyteller Goals

This scene is an adrenaline-pumping action sequence, designed to give the players a period of fast-paced action before all the monsters show up. Depending upon how their luck is running, your job as Storyteller is to make this sequence last as long as necessary to keep the action and suspense at a high level. Consider this scene an exciting transition between the initial, slower pace of “Stake Out” and the creepy terror of “Into the Darkness.” Keep in mind that extending a chase longer than is welcome can cause

a significant drag to the overall story. This is a transitional scene and does not need to be overdone.

Primary to the success of this scene is that the cell never catches up to the SUV. The group is driving in a battered van against a vehicle that seems to know where it is going. Couple that fact with the other obstacles this chase is bound to encounter (traffic, pedestrians, gun battles), and the odds of actually reaching or disabling the SUV are slim to none. Keep the action sustained but not overdone, and lead this chase to the tunnel: those are the primary goals for this scene.

## Character Goals

As the scene title implies, the goal for the characters is to follow the vehicle that attacked them and hope they can catch up to it before the SUV escapes. As this is a car chase sequence, the person driving will take the majority of the actions, but driving is not the only thing that can be done. Other characters can attempt to shoot out the tires, use their Task Force: VALKYRIE status to attempt to call for backup or support or anything else the characters can plausibly do in the backseat of a van while in hot pursuit of a moving vehicle. Whatever their actions, however, the main goal for the characters is to stay on track and catch up to the fleeing SUV.

## Actions

As long as driver of the van is achieving successes, you can maintain the chase. At any time when the characters fail this action for more than three rounds, they lose the SUV; proceed to “Looking For Clues.” The characters may opt to leave this scene at any time, forsaking the chase and choosing to investigate other avenues to finding Lupe. If this occurs, proceed to “Looking For Clues.”

## Vehicle Chase

**Dice Pool:** Wits + Drive + vehicle's Handling. For the SUV, Agent Morris is driving (dice pool 4).

**Action:** Extended and contested. Each dice roll represents about two city blocks of travel.

# HUNTER: THE VIGIL QUICKSTART

**Hindrances:** Heavy traffic (-1 for SUV, -2 for van), pedestrians (-2), rain (-1), stopped traffic/red light (-2), blown tire (-2 per tire)

**Help:** No traffic (+2 for van, +1 for SUV), know the area (+1)

## Roll Results

**Dramatic Failure:** Choose one of the following: your vehicle breaks down, you hit another car (dealing two bashing damage to everyone in the vehicle), or you take a wrong turn and lose the SUV completely.

**Failure:** You are losing ground on the SUV. It is still in sight, but out of range of any gunfire.

**Success:** You gain some ground on the SUV.

**Exceptional Success:** The SUV begins to sputter and shake. You can catch up to it easily. The chase is over and the SUV heads to the tunnel.


It is best to throw as many obstacles as possible in the characters' path for the most dramatic effect: near misses with pedestrians, cars stopping abruptly after nearly T-boning yours, etc.

While the driver is the one attempting most of the action, the other passengers may attempt to fire at the SUV in order to stop it. This is a very difficult shot, and doing so will bring reciprocal fire from the SUV. All attempts at long-range weapon fire will incur the normal penalties for long range combat (-2 for medium range, -4 for long range—most of this combat will be in medium range). There are also penalties for any specified shot at the opposing vehicle's tires (-2). Any attack against the tires requires three successes to puncture one. If you are firing at the occupants inside, you need two additional successes to have the bullet puncture the window.

## Consequences

If at any point the SUV is too far ahead and the characters lose sight of it (or they feel this is a waste of their time), proceed to "Looking For Clues." If, however, the chase leads all the way to the tunnel, continue on to "Into the Darkness."

# INTO THE DARKNESS

Mental  Physical  Social —

## Overview

In the unnatural darkness of the tunnel, the cell members search for the SUV. Their night-vision goggles, while in their non-etheric setting, do not work properly. All is silent except for the fluttering of wings. Once the members are deep in the tunnel, they hear screeches. Eventually, a horde of creatures attacks the cell: ghost bats. Tires squeal in the darkness as the colony distracts the group and allows the SUV to escape. The cell must fight its way back to the van or to the other side of the tunnel, hoping to find a clue.

## SHORTCUTS

If you feel this story is taking too much time or the group is getting frustrated with the false leads, you may want to drop a clue somewhere in this tunnel and present it to the cell after it defeats the ghosts. It could be anything from barrels with the *Lanternum Nocturne* insignia on them to a briefcase of money with an address on it to a bloodied cage of creature remains. This tunnel is abandoned and seems to be a hideout for this mysterious group, so if you feel you need a story device to cut to the final scene, this is your chance (provided the players earn it, of course).

## Description

The tunnel looks as if it's been abandoned for years: dusty and toppled orange barrels sit in clusters at the entrance. A few smatterings of graffiti seep into the darkness, many of their artistic statements incomplete, as if the artist stopped midstroke. There are no lights shining at all, even the glow from outside can barely penetrate the blackness. There is no sign of the SUV: no taillights, no engine noises, nothing. Even with the etheric goggles, nothing much can be seen in the gloom, particularly in what appears to be the center of the tunnel. It's an almost unnatural shadow cast inside the pall.

Once the cell enters the heart of the tunnel, read the following:

Your flashlights and goggles seem to do nothing to penetrate the black surrounding you. Your fellow hunters, even those an arm's length away, sound distant and hoarse. Then the noise begins, faintly at first, as if at a far distance. It is the sound of wings flapping, wings large enough for a predatory bird. More wings flutter in the air. Something bumps into your arm, a large object. You can't see what it is, but it is big. The air is filled with the wings' beatings, the decibels rising. High-pitched squeals erupt in the darkness to complement the wings. You recognize the noise: bat sonar. Your goggles in night-vision mode show nothing. What are these creatures?

## Storyteller Goals

After the exhilaration of the car chase, the action picks up in a dark hole. This has all the feel of a trap—and it is, although the characters do not know what resides in the hole. This is their first taste of monster hunting, and what better





way to experience the Vigil than in a dark tunnel with a colony of ghost bats?

As in the first scene, use this opportunity to draw the scene out, building the tension along the way. Their normal equipment will not work in the unnatural darkness, nor can they hear anything in the eerie silence. It may be that they can't even hear each other. However you set up this scene, draw out the tension. When they get a good distance into the tunnel, cue a distant noise like wings flapping. This is a place of dread, and it is your goal to make the place dreadful (or at least set the tone as such).

At the moment of highest tension, allow the bats to attack. You can have them manifest to the players, but they can also appear through Vince's etheric goggles (and if Jack gets a shot off, with his etheric tracker). Andrea's etheric rounds will be the most effective tool against the ghosts, but the team will have to use teamwork in order to effectively combat the colony of ghost bats.

## Character Goals

Once the characters are in the tunnel and surrounded by the ghosts, their only goal is to leave the tunnel alive. Each of the Task Force: VALKYRIE characters has an Endowment that may be utilized against these monsters; while they are not terribly efficient individually, together they are powerful tools against the supernatural. If necessary, this combat sequence is also an opportunity to utilize the Moral Support Tactic.

## Actions

This action is primarily combat between the cell and a colony of ghost bats. While they will do little damage to the cell, they will block the path in either direction, and eventually their numbers can overwhelm the group and deal significant damage. It is up to you how many of the ghost bats are in this tunnel, but the best number is somewhere between 20 and 30. Some can manifest in this world (on a successful Power + Finesse roll), but it is not required.

The bats will not attack the cell, per se; they are there more as a roadblock than anything else. But if they are attacked, the ghosts will defend themselves. Their best method of attack is a group swarm in which four or five ghosts focus upon one target and swarm at her. They do not have claws (only blunt hands and feet), but because of their ghostly nature, the only effective means of destroying them is with Andrea's etheric rounds, and it is a difficult shot considering their size (an additional -2 for ranged attacks). The cell's best tactic is to work together with its Endowments in order to cut a path to either end of the tunnel. The ghosts will not leave the tunnel's sanctuary.

## Consequences

The group may proceed to "Looking For Clues" to continue searching for clues to the identity and whereabouts of the *Lanternum Nocturne*. If you planted a clue in the tunnel, the group can jump to "Payback."

**SPECTRAL COLONY, BATS**

**Quote:** *(The fluttering of wings...)*

**Background:** These bats, dubbed "urban animal specters" by Null Mysteriis researchers, are commonly found in large, shadowy structures within a city's infrastructure: bridges, tunnels, alleys, arches, etc. It is not known whether they are the shade of a tribal totem or simply an entirely new ghost species. It is known, however, that they move in colonies, and that they are not pleasant creatures to encounter by yourself.

**Appearance:** When manifested, these ghost bats appear as large, translucent vampire bats. With a wingspan of about four feet and sharp, green eyes, they are an inimitable sight to behold. They have no claws or fangs or talons, only blunt feet and paws, which they use to pummel their targets.

**Storytelling Hints:** The bats are not dangerous individually, but they are rather vicious when in their colonies. They attack in groups of four and five, bludgeoning opponents with their blunt arms, feet and wings. These ghost bats reside only in the darkness they provide, which limits their range significantly, but they are able to move about in the unnatural gloom with ease.

**Attributes:** Power 3, Finesse 2, Resistance 1

**Willpower:** 4

**Initiative:** 4

**Defense:** 2

**Speed:** 10

**Virtue:** Temperance

**Vice:** Lust

**Size:** 2

**Corpus:** 5

Weapons/Attacks

Type	Damage	Range	Dice	Pool	Special
Arm	1(B)	n/a	3		
Wing	1(B)	n/a	3		
Leg	1(B)	n/a	3		

**Dread Powers:** Confuse • (see below)

**Special**

**Gloom:** Each colony of ghost bats creates a thick, dark fog. This pall is the area in which the colony resides, and it must be located within a similarly dark place. The diameter of this gloom is five feet for every member of the colony and reaches up to a height in feet equal to the total number of bats in the colony.

**Confuse (•)**

Cost: 1 Willpower

Action: Contested; resistance is reflexive

Dice Pool: Power + Confuse; target rolls Resolve + Composure

Effect: The monster spends 1 Willpower and glances at the target to activate this power. A successful attack overwhelms the target with vertigo and confusion.

Roll Results

Dramatic Failure: The monster can't use the power again for the rest of the scene.

Failure: The power fails to activate, but the monster may try again if she spends more Willpower the following turn.

Success: The target is struck by a wave of mental confusion and vertigo, which overwhelms all higher thought processes. The target loses the 10 Again quality on Mental rolls, and 1s rolled subtract from any successes gained. This includes perception rolls and dice pools based upon Resolve. This confusion lasts until the end of the scene.

Exceptional Success: The effect lasts until the following sunrise or sunset, whichever comes first.



# LOOKING FOR CLUES

Mental  Physical — Social 

## Overview

At Lupe's apartment, the cell searches for clues to her kidnappers' identities, investigating her home, the area outside her apartment, and the surrounding neighborhood. Karl can utilize his Network 0 connections to dig up information on the mysterious Lanternum Nocturne, eventually leading to the name of a local demon: Dirgum, who will be able to give the cell the information it needs.

## Description

*Lupe's tenement housing is just another squat, squalid building in a row of subsidized housing projects in the barrio. Children run in little packs outside the building, laughing and yelling in Spanish as they play tag and other youthful games. A few street toughs sit on the building's stoop, lounging on the steps and talking in hushed tones. They look up at you as you walk by, nodding to Raimundo and sneering at the cops. The building's interior is tidy but in disrepair. As you make your way up to Lupe's apartment, you notice clusters of people gathering in hallways and stairwells; some crying, some angry.*

*Lupe's apartment is trashed. The door is busted off the hinges, bookshelves are overturned, clothes are strewn throughout and pieces of lamps and other items lie smashed against the wall and doorway. On your initial glance, you don't notice any blood.*

## Storyteller Goals

This scene is intended to showcase Karl's Network 0 connections, particularly the information network that compact has established. There are a few clues to be gleaned from Lupe's apartment and neighborhood, mostly physical descriptions and bits of dialogue heard, but the best source of information will come from Karl's connection to Network 0. If nobody is playing Karl, simply have him ask to be taken to a location with a wi-fi connection and connect to the Internet from there. If there is a player for Karl, you can have somebody from the Network call him with some other business, or have one of the witnesses drop the name ("I heard them mumble something about Network 0 or something"). Either way, to access the Network, the cell will have to leave the tenements; there is not a stable Internet connection in that area. You can send them to a coffeeshop or some other location known for free wi-fi. These locations could be a launching point for a later scene (especially "Finding Dirgum"), as the cell could encounter Dirgum around that new location.

## Character Goals

Find a clue to the identity of the Lanternum Nocturne, or investigate a lead to the whereabouts of Lupe.

## Actions

### Searching the Room

There aren't many clues to be found in this room.

**Dice Pool:** Wits + Investigation

**Action:** Extended. Each roll represents 10 minutes of searching, to a maximum of three rolls.

**Hindrances:** Disarray (-1)

**Help:** Familiarity (Raimundo) (+2)

**Roll Results**

**Dramatic Failure:** You mistake a stain on the floor for blood and you find an old business card with a name and address printed on it, mistaking it for the identity of Lupe's captors.

**Failure:** Your search turns up nothing.

**Success:** You discover a business card with the name Dirgum written on the back dropped near the entrance.

**Exceptional Success:** With three or more successes, you not only find the business card, but you also find no traces of blood (a good sign).

Another possibility for investigation is to question the people in the tenement house, some of whom might have seen Lupe being carried away. Raimundo, being acquainted with the residents, would be the best person to ask the questions, as they are suspicious of the rest of the cell, particularly Vince, knowing their police profession.

### Asking Around

**Dice Pool:** Wits + Interrogation or Streetwise

**Action:** Extended. After three rolls, the target either breaks down into crying fits or hushes up out of suspicion and/or fear.

**Hindrances:** Person is a cop (-2), language barrier (-3)






**Help:** Familiarity (Raimundo) (+3)

**Roll Results**

**Dramatic Failure:** You get no answers from the person, and the rest of the house refuses to speak to you.

**Failure:** You receive no leads or clues from the person.

**Success:** For each success, you hear one of the following clues.

-  The men who took Lupe were from INS. (**False**)
-  Lupe did not leave willingly and kept screaming for someone to warn Raimundo of "the men in black." (**True**)
-  The men mentioned they hoped "Network 0 hasn't sunk so low as to recruit from these people." (**True**)
-  The names Luxaro and Dirgum cropped up as they escorted Lupe out of the building. (**True**)
-  The men knocked Lupe out with the butt of a gun. (**False**)

**Exceptional Success:** You hear all the clues and can determine which are false.

With the information gleaned, Karl may want to use his Network 0 connections to dig up some names and/or locations.

## Searching the Network

With a decent wi-fi connection and a little time, Karl can traverse the labyrinth that is Network 0, hoping to find some information on Dirgum or Luxaro.

**Dice Pool:** Wits + Investigation + Status: Network 0

**Action:** Extended. Each roll represents about 30 minutes of searching.

**Hindrances:** Bad Internet connection (-1)

**Help:** Previously acquired information (+2)

**Roll Results**

**Dramatic Failure:** Karl digs up a location that turns out to be empty. The search must start again.

**Failure:** No information or location is found.

**Success:** Karl finds the neighborhood in which Dirgum resides and his description:


*Dirgum looks like any slovenly miscreant: tight, stained T-shirt, ripped and greasy jeans, balding with a scant ponytail, and stubbly beard over a pimpled and craggy face. He walks with a wheeze and talks in a huff, and if you didn't know any better, you'd say his mouth was that of a giant rat.*

**Exceptional Success:** As above, and he has even found footage of Dirgum in his natural form and his true name ("Pestilitinumbus"). In addition, Karl discovers the Lanternum Nocturne is a cell involved with the Cheiron Group conspiracy.

## Consequences

With the new lead, the cell can begin to track down Dirgum in "Finding Dirgum."

# FINDING DIRGUM

Mental  Physical  Social —

## Overview

Following the gleaning of information in "Further Information is Needed," the cell seeks out Dirgum, a local demon, confronting him and his zombie minion in order to eke out information about the Lanternum Nocturne. The cell follows Dirgum through the slums of Kensington until he leads it to his hideout—an abandoned storefront church. Inside, he fights to escape the cell, but once defeated squeals everything he knows about the mysterious organization.

## Description

*In the grimy gutters of one of the poorer districts in Philadelphia, you find Dirgum waddling along the road. His greasy ponytail flutters stiffly in the breeze. He mutters under his breath, scratching his enormous belly. The other pedestrians avoid him as he passes, wrinkling their noses at his malodor, averting their eyes from his. Each shunning shoulder puts a smug grin on his face, his incisors protruding over his bottom lip, very much resembling a rodent.*

Dirgum seems to have no clear path; this might be his daily saunter around his neighborhood. As he progresses through the streets, this is a perfect opportunity to portray Dirgum in the worst possible light: he can leer at women, spit on cars, push children, etc.

If the cell tracks Dirgum to his hideout, use this description:

*You follow Dirgum to an abandoned storefront church off a side street. The area looks as if it hasn't been inhabited for decades, possibly even physically avoided by the rest of the neighborhood. Some of the buildings and row houses are boarded up, but most are still intact with only a few windows missing. The sign in the store-*

*front church reads, "Church of St. Valentinus." A single, dim light shines through the door as it opens, the illumination fading beneath the tinted windows once the door shuts quietly. The area is empty now: the perfect time to make your move.*

## Storyteller Goals

Dirgum is not just a demon: he is the lowest rung on the demon totem pole. Not every monster a hunter faces is a nasty and vile creature of damnation. Like humans, some monsters are more pathetic than others. Dirgum and his loyal band of miscreants are an opportunity to showcase this demonic caste system. He is a creature of some ancient purgatory, but he is also a wormy entity that is merely an obstacle in the cell's path. The members can easily take him in a fight, but they don't know that yet. Use this scene to flesh out Dirgum's character. The cell could simply confront him in the streets and beat the information out of him, but doing so would risk his exposure to the other mortals around him (which would cause a big headache). Other possibilities are to ambush him at his headquarters or follow him there.

If the cell intends to track Dirgum to his lair (an optimal opportunity for the Profiling Tactic), put Dirgum in situations in which his contemptible nature comes to the fore. This adds more emotional depth to the situation; this demon is every bit the monster, and this is the enemy.

Dirgum turns into his True Form once surprised or ambushed; an open attack on his person will reveal a little more of the monstrous to any mortal witnesses than these hunters might be comfortable with. Dirgum will not have his zombie with him to help in this combat, but he is a tenacious fighter once cornered and will attempt to escape at the first opportunity.



## USING THE RAG MAN

If your troupe has played "The Hunt," you may want to consider using the Rag Man instead of Dirgum and his zombie. Not only will this link the cell to a previously encountered antagonist, but it also gives you the option of removing another round of combat from the story, if you would like to give the group a break from violence. The Rag Man is a rather docile creature, but he could prove immensely difficult to track down if your group is more inclined to investigation than combat.

## Character Goals

By ambush or direct assault, their job is to get the necessary information out of Dirgum. No matter where it takes place, the names and locations of the Lanternum Nocturne is their goal, and they are not leaving this scene without it.

## Actions

At this point, the cell can handle the tracking down of Dirgum in whatever fashion they please. He is not an incredibly smart entity, nor does he realize he is wanted by the cell, so he's an especially easy target to find. The only factor the players should keep in mind is the level of discretion they would like to uphold while confronting Dirgum and getting the information out of him. This cell is particularly known for its rough and tumble attitude, breaking knees and acting rough with suspects and targets, and thus it is not out of character for it to confront Dirgum in the middle of the street and

begin its interrogation in the open. Use the Interrogation action from "Payback" for this particular action. However, if the interrogation happens in the open, the action is an instant contested action; if the cell does not achieve three successes more than Dirgum, he will run and the cell must defeat him in combat in order to get the information out of him. If it is successful in this Interrogation roll, use "Dirgum's Information" below.

If the cell chooses to be more subtle with this action, it may perform a similar investigation action to that in the "Stakeout" scene, changing the number of successes needed from ten to five. After five successes, the cell has successfully tracked Dirgum to his hideout and can confront him in the relative privacy of those confines.

Once he's been interrogated or the zombie is defeated, Dirgum confesses the information the cell needs as to the whereabouts of the ghoul's operation.

## Dirgum's Information

*"Oh what do you want from me, huh? I'm a nobody. I'm just working for that ugly ghoul, a simple demon trying to scrape together a living. I haven't hurt nobody. It's those bastards with the Cheiron Group, that Lanternum Nocturne. They're the ones you should be pissed at. Heh, looks like they've got a good bit of bait with that Latina hussy they're using. What's that? That's your sister? Well hot damn, you got a fine-looking sister there. Look, I don't really have anything to do with this situation, but if you really want to get that ghoul, you gotta go down to the old box factory. That's where he runs all his shit. Just leave me in peace, for Christakes!"*

## Consequences

With the necessary information gleaned, proceed to "Payback."



## DIRGUM (LESSER DEMON)

**Quote:** *Worship me! Worship me! Hey, where are you going? Come back!*

**Background:** Fat, slobby and ignorant is no way for humans to live, and it's no way for demons to live either. Yet somehow Dirgum has managed to stay afloat in this world. This may be due to his sycophantic nature, which has put him in the good graces of every two-bit greater demon in his vicinity (at least until he mucks up their big plans, which is inevitable). Or it may be due to his rodent ferocity and nature. Back in the Old World (he forgets which one), he was the Rat King and blamed for every pestilent malady to plague the natives. An inveterate wanderer, Dirgum found his way to Philadelphia fairly late in the game, and while he brags about causing the yellow fever outbreak of 1793, he didn't reach American soil until sometime during the Civil War. Subsequently, he was drafted directly from the boat into the Union Army and escaped to Philadelphia after giving his entire regiment gangrene. These days, Dirgum does the dirty work for any greater demon that is still speaking to him (as well as acting as a mole for the Cheiron Group). He bases his operation in an abandoned storefront church with the help of his zombie, Heads and Tails.

**Appearance:** As a human, Dirgum looks like any slovenly miscreant: tight, stained T-shirt, ripped and greasy jeans, balding with scant ponytail, and stubbly beard over a pimpled and craggy face. He walks with a wheeze and talks in a huff, and if you didn't know any better, you'd say his mouth was that of a giant rat.

**Appearance (Strange Form):** Dirgum is a giant walking, talking rat. Though he rarely changes into this form, it does come out reflexively when he is ambushed or cornered.

**Storytelling Hints:** Dirgum is a windbag and a fool, despite his demonic nature. It should not be difficult for the cell to find him or to drag information out of him once he is defeated. However, if he is cornered he will fight ferociously with tooth and claw and try to escape by any means possible, even sacrificing his zombie goon. Dirgum and his zombie, Heads and Tails, are fierce, supernatural creatures, but they should prove no match for the cell.

**True Name:** Pestilitinumbus. All demons have a True Name. This name is rarely easy to find (and often less easy to pronounce). Knowing a demon's True Name gives a person some power over that demon, providing him +2 to all rolls made against the demon.

(Note: All numbers in parentheses are Dirgum's traits while in his Strange Form.)

**Mental Attributes:** Intelligence 3 (1), Wits 2, Resolve 3

**Physical Attributes:** Strength 3 (5), Dexterity 4, Stamina 2 (4)

**Social Attributes:** Presence 1 (3), Manipulation 2, Composure 3

**Mental Skills:** Investigation 1, Occult 3

**Physical Skills:** Athletics 1, Brawl 3, Firearms 2, Larceny 2, Stealth 1

**Social Skills:** Animal Ken 2, Intimidation 1, Streetwise 2



## DIRGUM (LESSER DEMON)

**Merits:** Retainer (zombies) 2, Brawling Dodge 1

**Willpower:** 6

**Morality:** None; demons do not possess a Morality score.

**Virtue:** Prudence. Demons do possess a Virtue, but this is something of a ruse. The demon gains nothing from its Virtue. For some it is the mask it wears when it wants to appeal to a human's more honorable sensibilities, while for others it represents what the demon once felt or embodied during its more beatific existence.

**Vice:** Envy. Demons possess a Vice, but they do not gain Willpower via this Vice as humans do. Instead, they gain Willpower whenever in the presence of a human performing an action in service to that particular Vice. Anytime the demon is in the presence of someone serving the demon's Vice, the demon gains a point of Willpower. However, if that someone shares the demon's Vice and commits an act that gains the character Willpower by serving that Vice, the demon gains an additional point of Willpower.

**Initiative:** 7

**Defense:** 2

**Speed:** 9

**Size:** 5

**Health:** 7 (9)

#### Weapons/Attacks

Type	Damage	Range	Dice Pool	Special
Brass Knuckles	1(B)	n/a	6	Brawl
Teeth	1(L)	n/a	6	True form attack
Claws	1(L)	n/a	6	True form attack

**Bans:** Dirgum cannot bear the sound of singing and will be immobilized unless he makes a Composure roll. Also, if Dirgum is without Willpower, he can be banished or summoned all the more easily; rolls to do so gain a +2 bonus.

**Dread Powers:** Dread Attack (claws and teeth do +1 lethal damage), Crushing Blow (2 Willpower; all hand-to-hand damage for the scene is lethal instead of bashing), Strange Form (see below)

### STRANGE FORM

**Cost:** 3 Willpower

**Action:** Instant

**Dice Pool:** Wits + Occult

**Effect:** Dirgum takes the form of a man-sized rat. The transformation lasts for a single scene, though an additional Willpower point can be spent to extend it by one scene per point spent.

**HEADS AND TAILS,  
FISSURED ZOMBIE MINION**

**Quote:** *(knuckles dragging across pavement, feet scraping after)*

**Background:** Heads and Tails doesn't know exactly how he was reborn, or why. All he knows is that he died in two pieces and was born again in two pieces. His top half, from his torso to his head, ambles along, usually followed by his legs, which shuffle in a haphazard path close behind

**Appearance:** Filthy and rotting, with tattered flannel shirt and fraying jeans, the two halves of this reanimated corpse are worn and decaying. Yet if you were to see this zombie move when it's in a fight, you'd think it was still alive. Almost.

**Storyteller Hints:** Heads and Tails comes from the same corpse, but are separate entities once separated. Heads has some minimal control over Tails when the two are within five feet of each other, but outside that radius, Tails acts out of instinct, like a blind rodent. While fighting, they take aim at their target's legs and lower body, with a -2 to their rolls for these specialized attacks.

(Note: The numbers in parentheses are for Tails.)

**Mental Attributes:** Intelligence 1 (1), Wits 1 (1), Resolve 1 (1)

**Physical Attributes:** Strength 2 (3), Dexterity 2 (2), Stamina 2 (2)

**Social Attributes:** Presence 2 (1), Manipulation 1 (0), Composure 1 (1)

**Physical Skills:** Brawl 2 (2), Stealth 1 (1)

**Willpower:** 2 (2)

**Virtue:** Temperance

**Vice:** Envy

**Initiative:** 3 (3)

**Defense:** 1 (1)

**Speed:** 7 (7)

**Size:** 3 (2)

**Health:** 5 (4)

**Weapons/Attacks**

Type	Damage	Range	Dice Pool	Special
Punch	1(B)	n/a	4	Heads
Teeth	1(L)	n/a	4	Heads
Kick	1 (B)	n/a	5	Tails

**Dread Powers:** Heads - Dread Attack (teeth to +1 lethal damage), Crushing Blow (2 Willpower; all hand-to-hand damage for the scene is lethal instead of bashing); Tails - Crushing Blow (2 Willpower; all hand-to-hand damage for the scene is lethal instead of bashing)

**Special**

**Limited Control:** If Heads and Tails are within a five foot radius of each other, Heads has limited control over Tails' actions. This includes choosing targets, avoiding surprise, avoiding objects, etc. Outside of this radius, Tails reacts to stimulus he encounters, kicking at objects he runs into and walking slowly in random directions, although with no apparent aim or purpose and often bumping into objects in his path.



# PAYBACK

Mental  Physical  Social —

## Overview

In an abandoned factory, the cell discovers the Lanternum Nocturne with Lupe, handing her off to the ghoul in exchange for something. The cell ambushes the ghoul and the agents, hoping to save Lupe before she is fed to the ghoul and its minions.

## Description

The box factory of which Dirgum spoke is in one of the seedier areas of Philadelphia. At one point this might have been a bustling industrial sector, with large columns of smoke belched into the air from all the squat warehouses, smelting facilities and plants in the neighborhood. Now it's an urban sprawl, the rust belt around the American Dream. This is the new Philly.

This particular factory seems to be the focal point of the commercial zone, right in the middle of the rubble and decomposition. Rats ply for lordship over heaps of debris while the occasional bum can be seen sleeping in a pile of newspaper. Even with the business bustle gone, the air is thick with something vile, as if the smoke clouds have lingered in the area for decades, waiting for the factories' fires to send them back into the air.

Once the characters decide how they want to stake out the factory, read the following:

*After waiting for a few minutes the black SUV shows its battered face once more, slowly pulling up to the factory. Two men in dark suits leave the vehicle, toting a woman between them. She is struggling in their firm grasp. The men guide Lupe into the factory, struggling with the rusted metal door before entering. They don't bother to close it.*

When the characters enter the factory, read the following:

*Inside the factory, the central floor is cleared out, cleaned up and mostly empty. Where there used to be machinery and assembly lines, now there are large nylon tents with thick plastic curtains hanging to the cement floor. Dark red splotches stain the floor surrounding these tents, and faint screams can be heard from somewhere in the factory. The cell watches as the two men lead Lupe to one of the tents, drawing the curtain to let her pass. As the curtain moves, the cell members catch a glimpse of the tent's occupant: a pale, semi-naked figure with long, tendril-like fingers, an oversized mouth and sharp fangs—the ghoul.*

Once inside the factory, the cell must confront the Lanternum Nocturne and the ghoul inside the tent, disrupting the trade-off before Lupe is handed to the ghoul:

*Lupe screams upon seeing the ghoul, a piercing howl that reverberates throughout the factory. Inside, the men struggle to push Lupe toward the ghoul, who stands with its minion in the darkest corner of the tent. "This should complete the trade. Task Force:*

*VALKYRIE will leave you alone, and we will get some of your samples. The Cheiron Group thanks you." Suddenly they notice you and push Lupe to the ground, drawing their weapons. The ghoul lunges toward her, its minion reaching to the ground and pulling a tarp across the floor, revealing a large hole leading deep under the factory.*

## Storyteller Goals

This is the final showdown between the cell and the kidnapers. The scene does not have to begin in combat: the cell could attempt to negotiate with the Lanternum Nocturne, although it is unlikely any settlement can be reached. Generally speaking, this scene will end in combat in some way; whether or not the ghoul is involved is up to the players and you.

The Lanternum Nocturne is a cell associated with the Cheiron Group conspiracy. The twist, however, is that while most people in the Vigil are there to seek and destroy monsters, these men are negotiating with them, even using innocent mortals as bargaining chips. This is vital information to the characters, and should be communicated to the players through the initial negotiations when the cell first encounters the hand-off or after the battle if any of the agents are incapacitated and interrogated by the cell. The world of **Hunter: The Vigil** is not full of easy answers, and portraying this information is important to setting the tone of the game.

The ghoul is another matter. These characters have had a run-in with its kind before; in fact, their first exposure to the supernatural was a fight against its brood. It is a fierce fighter and the cell is intruding upon its territory: it will defend its turf to the death.

There is no proper ending to this story. You may have the agents shoot Lupe and run, leaving her body to the ghoul. Or you can have the ghoul escape, leaving the rival cells to duke it out. However you plan on resolving this scene, keep it dramatic and full of action.

## Character Goals

Primarily, the characters' goal is to save Lupe. Secondly, they must kill the monster and defeat the rival cell.

## Actions

Once it is realized the Lanternum Nocturne is renegeing on its ransom, the rest of this scene will be combat. The Lanternum Nocturne is here for its biological sample from the ghoul's nest. With the arrival of Gabreski's Boys, its plan is botched, and now its only goal is to make it out of there alive. These men will go to any length to leave the factory and

**LUXARO, THE GHOUL**

**Quote:** Please, help me feed my children. They are poor and starving souls.

**Background:** A year ago, Gabreski's Boys wiped out Luxaro's entire nest and brethren. Over the past year, Luxaro has been forming a new nest and slowly planning its revenge against the hunters who wronged its kind.

**Appearance:** Pale-faced and red-eyed, Luxaro has very human-like features, albeit with a few exaggerations. Its fingers are slender and long, like tendrils, with sharp claws at the end. Its thin frame is marked with scars over its otherwise smooth skin: clawmarks, gnashes, bruises, etc. It is unnaturally tall, reaching nearly seven and a half feet, although its stooped frame gives it the appearance of a normal sized man.

**Storyteller Hints:** Luxaro is fierce and vile, the leader of an entire nest of unnatural creatures. This entire kidnapping is a means of revenge against Gabreski's cell members for their deeds a year ago. Although fixated upon revenge, Luxaro's primary obsession is to grow a nest of mutated ghouls such as itself, increasing its flock and thus its influence. Although it does not speak much, there is a deep intellect behind its eyes, and its silence only masks the cunning plans it devises against the mortal world.

**Mental Attributes:** Intelligence 5, Wits 3, Resolve 4

**Physical Attributes:** Strength 3, Dexterity 3, Stamina 3

**Social Attributes:** Presence 4, Manipulation 5, Composure 3

**Mental Skills:** Investigation 3, Medicine 3, Occult 2, Politics 3, Science 3

**Physical Skills:** Brawl 3, Stealth 2

**Social Skills:** Intimidation 2, Persuasion 1

**Merits:** Inspiring 4. On a successful Presence + Persuasion roll, any minion gains an extra Willpower point. May not be used on itself.

**Willpower:** 7

**Virtue:** Justice

**Vice:** Lust

**Initiative:** 6

**Defense:** 3

**Speed:** 11

**Size:** 5

**Health:** 8

**Weapons/Attacks**

Type	Damage	Range	Dice	Pool	Special
Claw	1(L)	n/a	6		-
Teeth	1(L)	n/a	6		-
Kick	1(B)	n/a	6		-

**Dread Powers:** Agonize 2 (see p. 23)

escape the wrath of the rival hunters. As for the ghoul and its minion, with their bounty already awarded them, all the ghoul must do is retrieve Lupe and escape into the hole with her. It has no interest in whether its minion lives or dies, but it will fight to defend itself.

How this fight resolves itself is up to you. The ghoul may find Lupe an unsafe encumbrance and head straight for the hole, or it might snatch up Lupe immediately and escape. Once it is in the hole, there is no escape for Lupe and no chance for rescue: she is as good as dead.



**MISTER STEVENS,  
THE MINION**

**Description:** A short, older gentlemen with a trim mustache and graying hair. His cool, dark eyes stare fixedly into the air whenever he is the presence of Luxaro.

**Storyteller Hints:** Mister Stevens is Luxaro's personal assistant. He is completely mute and under the ghoul's control, acting only at Luxaro's command. When attacked, he will defend himself, but he will sacrifice his life to protect Luxaro.

**Mental Attributes:** Intelligence 2, Wits 2, Resolve 4

**Physical Attributes:** Strength 2, Dexterity 2, Stamina 2

**Social Attributes:** Presence 3, Manipulation 2, Composure 2

**Physical Skills:** Brawl 1

**Willpower:** 6

**Virtue:** Faith

**Vice:** Wrath

**Initiative:** 4

**Defense:** 4

**Speed:** 9

**Size:** 5

**Health:** 7

**Weapons/Attacks**

Type	Damage	Range	Dice Pool	Special
Punch	1(B)	n/a	3	-

**AGONIZE**

**Cost:** 1 Willpower

**Action:** Instant

**Dice Pool:** Presence + Intimidation + Agonize - target's Stamina

**Effect:** The monster spends Willpower and concentrates. The target is wreathed in hellish green flames. The victim is in agony for as long as the creature concentrates. The ghoul must maintain a line of sight with the target, and cannot do anything but move up to its Speed while concentrating. If the concentration is broken, or the line of sight is blocked, the power ends and the victim is released. Otherwise, the power lasts a number of turns equal to dots in Agonize (2, in this case). Once released the character finds she is physically unharmed, at the Health level she was when caught in this power.

**Roll Results**

**Dramatic Failure:** The Dread Power cannot be activated for the rest of the story.

**Failure:** The ghoul fails to inflict pain on the target, but may spend another Willpower next turn and try again.

**Success:** The target suffers virtual wound penalties equal to successes rolled (to a maximum of -3). The target cannot be knocked unconscious by this power, but remains conscious in sheer agony for the rest of the scene. The target can still apply Defense to an attack, but doing anything else is nigh on impossible. Each turn, the target may attempt a Resolve + Stamina roll to break free; success ends the Dread Power.

**Exceptional Success:** The target must make a Resolve + Composure roll to be able to do anything other than stand and scream.

**AGENT PAXTON,  
CHEIRON GROUP**

**Quote:** *We're just here to take a sample. We'll come back for the rest later.*

**Background:** Agent Paxton is the founding member of the Lanternum Nocturne ("Night Lantern") cell, a covert team with the Cheiron Group. This cell is designed for negotiation services with unnatural parties: these are members who will sell their souls for the good of the company, negotiating with the enemy in order to protect the Cheiron Group's mission. It's a nasty job, but somebody has to do it. And Agent Paxton is just the man for the job.

**Appearance:** A well-coifed gentleman in a black business suit and dark shades, he is sometimes mistaken for one of the "men in black" of Task Force: VALKYRIE, a fact he is not above exploiting to his advantage.

**Storyteller Hints:** Even though Paxton is a hunter, he is prudent: better to exploit the monsters alive than rebuild them in death. His participation in the Cheiron Group is not popular amongst other hunters, but he gets results that help the Vigil. He is ruthless and uncaring, determined to get his needed goods for the Cheiron Group at all costs.

**Mental Attributes:** Intelligence 3, Wits 4, Resolve 3

**Physical Attributes:** Strength 2, Dexterity 2, Stamina 2

**Social Attributes:** Presence 4, Manipulation 5, Composure 3

**Mental Skills:** Medicine 3, Politics 4

**Physical Skills:** Brawl 1, Drive 3, Firearms 1

**Social Skills:** Intimidation 3, Persuasion 3, Socialize 2, Subterfuge 1

**Profession:** Professional

**Merits:** Status (Cheiron Group) 3. Paxton's status in the Cheiron Group allows him much clout within the conspiracy; not in the upper tier, but also not a minion. He has access to more of the conspiracy's secret and powerful thaumotechnological secrets than most of the group's members.

**Willpower:** 6

**Virtue:** Prudence

**Vice:** Sloth

**Initiative:** 5

**Defense:** 2

**Speed:** 9 (12 with Quick-Step)

**Size:** 5

**Health:** 7

**Weapons/Attacks**

Type	Damage	Range	Dice Pool	Special
Punch	1(B)	n/a	6	
Glock 17, 9mm	2 (L)	20/40/80	3	

**Endowments:** Quick-Step ... (see p.26)



**AGENT MORRIS,  
CHEIRON GROUP**

**Quote:** *We're here to help. This is our job. If you don't get out of our way, our job will take care of you.*

**Background:** Working with Agent Paxton since the inception of the Lanternum Nocturne, Agent Morris has been nothing but loyal to the organization and its commitment to the Vigil. He's seen too many bad things to care whether what he does is right or wrong; all he knows is his results save lives. To him, that's all that matters

**Appearance:** Much like his comrade, he is also mistaken for the mythical "men in black," although those who remark upon his appearance might call him a little less dapper than his compatriot.

**Storyteller Hints:** Morris knows what he's doing. Although not as skilled in the negotiation process as Agent Paxton, there is one asset he brings to the bargaining table: muscle. If Paxton is the brains, Morris is the brawn.

**Mental Attributes:** Intelligence 2, Wits 2, Resolve 2

**Physical Attributes:** Strength 4, Dexterity 3, Stamina 2

**Social Attributes:** Presence 3, Manipulation 2, Composure 3

**Mental Skills:** Science 3

**Physical Skills:** Brawl 3, Drive 2, Firearms 2, Weaponry (knife) 2

**Social Skills:** Intimidation 3

**Profession:** Athlete

**Merits:** Fighting Style: Boxing 2 (Defense is 3 against Brawl-based attacks)

**Willpower:** 5

**Virtue:** Charity

**Vice:** Sloth

**Initiative:** 6

**Defense:** 2

**Speed:** 12

**Size:** 5

**Health:** 7

**Weapons/Attacks**

Type	Damage	Range	Dice Pool	Special
Punch	1 (B)	n/a	7	
Glock 17, 9mm	2 (L)	20/40/80	5	

**Endowments:** Personal Defense Swarm ••• (see p.26)

If the players manage to incapacitate one of the Lanternum Nocturne, they may get a chance to drag him out of the factory and interrogate him once he is revived.

**Interrogation**

**Dice Pool:** Wits + Intimidation (interrogator) vs. Stamina + Resolve (target)

**Action:** Extended, contested. The number of successes needed is equal to the target's Willpower. Each roll represents about one hour of interrogation.

**Hindrances:** Wounded (-1), previously incapacitated (-3)

**Help:** (Interrogator) Isolated area (+1)

**Roll Results**

**Dramatic Failure:** No information is gleaned from the subject. Instead, he lies blatantly and convincingly.

**Failure:** No information is gleaned from the subject.

**Success:** One piece of information is attained for each success.

☠ Lanternum Nocturne is the name of his cell, a unit within the Cheiron Group conspiracy. (True)

## SWARMS

Swarms are measured by their size in yards radius. A swarm generally inflicts one die of bashing damage to anyone within its radius. A swarm can inflict more damage by condensing. Every time the swarm condenses to cover half its full area, it inflicts one additional die of damage per turn.

Therefore, a swarm of 8 yards in radius inflicts two bashing damage per turn if it constricts down to a 4-yard radius, three bashing if it halves that again to a 2-yard radius, and four bashing damage per turn if it condenses itself down to a 1-yard radius. Though condensing doesn't usually happen all that often in nature (save in the case of creatures such as killer bees), it is an easy enough thing for most supernatural powers that command animals to bid them to do so. In addition, targets are distracted by the swarm, suffering -2 dice on all rolls while they are within the radius, even if they're not specifically attacked.

The swarm cannot be attacked with fists, clubs, swords or guns. Only area-affect attacks such as a torch affect it. Each point of damage inflicted by a flame or other applicable attack halves the swarm's size. Once the swarm is reduced below a 1-yard radius, either all insects are dead or the few remaining disperse.

- ☠ The ghoul is brokering with Task Force: VALKYRIE as well as the Cheiron Group for protection in exchange for information. (True)
- ☠ The Cheiron Group plans on using part of the ghoul's DNA to create a new swarm weapon. (False)
- ☠ The ghoul had no connection to those that killed Vince and Raimundo's partners, and it is the last one in the city. (False and True)

**Exceptional Success:** All information is attained, and the character is able to discern truth from falsehoods.

## Consequences

This is the end of the story, and it may be either fulfilling (they save the girl) or heartbreaking (she is not saved and ends up a victim of the ghoul).

## QUICK-STEP

Half manufactured, half grown from the ligaments of swift-running monsters (werewolves, some vampires, certain demonic entities), Quick-Steps give even an ordinary man the ability to shatter Olympic records. A character with a Quick-Step implant gets a +3 bonus to his Speed. Furthermore, if the character runs (moving double his Speed in a single turn), he may retain his Defense against firearms attacks.

## PERSONAL DEFENSE SWARM

Tiny metal spheres are embedded in the subcutaneous tissue of the forearm. A small valve, similar to the one some dialysis patients use, is implanted near the base of the palm. When the hunter opens that valve in his wrist, a swarm of tiny, angry insects come boiling out and attack whatever the hunter's enraged at. The bugs look like little yellowjackets—except for the fact that each one has the exact same human face. The swarm attacks creatures in order of the intensity of the aggression they provoke in the host, and focuses its attack upon one enemy at a time until its target is dead or driven off. The swarm never strays more than 10 yards from its host.

The swarm has a radius of 4 yards (see the sidebar) and inflicts bashing damage. It moves at a Speed of 10. The swarm remains active for ten turns, then immediately returns to its host and squeezes back into the valve before falling inert again. If the swarm is unable to return to its host, it returns to its inert state and falls to the ground. Provided at least three-quarters of the ball bearings can be recovered, they can be re-implanted with no roll: Simply plug the bearings back into the shunt. Should the swarm take damage sufficient to reduce it to less than 1 yard in radius, the remaining insects flee back to their host. The swarm can be activated at less than full size, if desired.



# Lt. Vince Gabreski

**Quote:** *C'mon boys, this thing's not as tough as we are. Let's get it!*

**Background:** The Special Cases Unit was created by the Mayor's Office to deal with strange events. Internal Affairs suspended the Special Cases Unit for its involvement with Raimundo. Now with rookie status in the Task Force: VALKYRIE conspiracy, his cell has been an important hunter cell in the Kensington neighborhood of Philadelphia. While his focus has been on the lower-level baddies that pop up around these streets, he finally has the opportunity to seek revenge on his first monster, the ghoul that took his partner away from him.

**Description:** A big man, lantern-jawed and aging, Vince's natural leadership is apparent in every movement he makes. He's calm, confident and cocky. Gabreski is a big man, and his swagger confirms it; he is known to use his size to his advantage, intimidating those smaller than him as would a schoolyard bully. In another life he would make the perfect Mafia underboss, but he decided a career as a police officer was more fulfilling (and possibly more profitable).

**Roleplaying Hints:** The other members of the cell look up to Vince as the leader, especially the other police officers (Andrea and Jack). He has a tentative relationship with Raimundo, owing to their days as mutual informers. While Raimundo is on the other side of the law, he will respect Vince's authority when it comes to the Vigil, but only to a certain point. Vince treats Karl as a nuisance, and is condescending to him whenever possible, but realizes his importance to the rest of the cell.

**Equipment:** Detective's badge, Beretta Model 92 (+2 to Firearms rolls with ranges of 20/40/80 yards), clasp knife (+0 to Weaponry rolls), etheric goggles

**Virtue/Vice:** Gabreski's Virtue is *Justice*. Once per session of play he regains all spent Willpower when he does the right thing at risk of personal loss or setback. The "right thing," to Gabreski, is less what's in the law books and more a sense of decency and honor. His Vice is *Greed*. He regains one Willpower point whenever he acquires something at the expense of another. Gaining it must come at some potential risk (of assault, arrest or simple loss of peer respect).

## Endowments

**Etheric Goggles (Advanced Armory ••):** Ghosts, demons and witches all have the ability to pass undetected by mortal senses. Even vampires, according to some stories, have the ability to send their minds out of their cold, dead bodies and explore the world in secret. With etheric goggles, Task Force: VALKYRIE can bring the fight to them.

Etheric goggles look like slightly bulkier, more complicated versions of the night-vision goggles employed by the United States Armed Forces. In fact, etheric goggles serve as perfectly functional night vision goggles, allowing the wearer to see perfectly—albeit in monochrome—in pitch darkness. Their primary use comes into play when the hunter flips a pair of oddly purplish lenses down over the infrared light source

on the goggles' brow, allowing the wearer to see objects in the spirit world (known as Twilight) as clearly as if they were manifested physically. The process required to treat the lenses to render Twilight visible creates weird distortions of the physical world. While the hunter is using the goggles to see Twilight objects, he suffers a -2 penalty to Perception checks made to notice anything in the physical world.

Etheric goggles have a battery life of 6 hours as a night vision device, or 3 hours when used to see Twilight objects.

## Tactics Moral Support

**Dice Pool:** *Primary (Andrea):* Manipulation or Presence + Empathy. *Secondary:* Wits + Expression.

**Action:** Instant

**Description:** A monster might be able to tear a man's arm off or bite through his throat, but the truly terrifying ones are those that can control his thoughts and feelings. Hunters have long been aware that many creatures of the World of Darkness can do this sort of thing—some even cause memory loss by their very presence. The Moral Support Tactic, hopefully enacted *before* it becomes an issue, gives a cell some protection against this kind of attack.

The secondary actors exchange words of encouragement and support, psyching each other up, as it were. The primary actor then says a few words to the cell: last-minute advice, reminders about Tactics, or just an admonition to "kill the bastards." The cell can then enter a dangerous situation knowing the members have each other's backs. While this isn't a fool-proof method of preventing infiltration or mind manipulation, it's certainly better than nothing.

Note, though, that moral support does *nothing* to help with existing mental manipulation. If a vampire catches a hunter out alone and implants a hypnotic suggestion, this Tactic does nothing to remove or weaken it. The hunter is protected from other mental incursions, but the prior one stands.

**Roll Results**

**Dramatic Failure:** The cell is demoralized. Each member loses a point of Willpower, and all Tactics rolls suffer a -2 penalty for the next 24 hours.

**Failure:** The cell isn't in synch today, for whatever reason. No special protection from mental attacks.

**Success:** For the next scene, successes on the primary actor's roll are added to the hunters' Resistance traits for purposes of countering mental and emotional supernatural attacks. For example, the primary actor rolls three successes. If a vampire attempts to mind-control a member of the cell during the scene and the usual resistance roll is Resolve, the appropriate player rolls Resolve +3.

**Exceptional Success:** As above. In addition, the characters are inspired by the primary actor's words, and ready to go into battle. Each participant regains 1 Willpower point.

## Profiling

**Dice Pool:** *Primary (Jack):* Intelligence + Investigation.  
*Secondary:* Wits + Investigation.

**Action:** Instant and contested; target resists with Wits + Stealth (resistance is *not* reflexive)

**Description:** Most monsters were human at one point. That means they had human identities, were given birth certificates and Social Security numbers and left paper trails. Some even have criminal records. Such monsters are practiced, though, at covering their tracks, but learning who a monster is (or was) can be instrumental in defeating it. In order to do that, hunter cells work up a profile of the monster and use that profile in their research into the monster's past. This profile, though, requires in-the-field investigation.

Secondary actors for this Tactic roll Wits + Investigation. These are instant actions, and can be made across multiple scenes. A secondary actor can make one roll per scene a number of times per day equal to his Investigation rating and "keep" the best result for inclusion in the primary actor's dice pool. If the monster is aware it is being followed and monitored, or just assumes it always is and behaves accordingly (many monsters are indeed this paranoid), the secondary actors' rolls are opposed by a roll of Wits + Stealth for the monster. The secondary actor needs to meet or exceed the monster's successes in order for his action to be successful; otherwise the monster spots the secondary actors and might attack, flee, call in help or take whatever action is appropriate.

Once the secondary actors have collected their data, the primary actor rolls Intelligence + Academics to synthesize the information and develop the profile. Someone in the cell needs to have Investigation 2, and someone needs Computer 2 in order to assist with this task. (If the primary actor has all these traits, he can assemble the profile without further assistance.) Once the profile is assembled, the cell has a valuable tool for tracking down the monster.

### Roll Results

**Dramatic Failure:** The primary actor misidentifies the monster, but believes he has a positive lock. The cell might attack the wrong target, or might simply begin researching

him and waste a great deal of time, depending upon how trigger-happy it is.

**Failure:** The profile is faulty and misleading. Using it as a research aid produces no bonus, and increases the time required for research by half (45 minutes per roll rather than 30).

**Success:** The primary actor assembles a working profile. The cell can then begin a Research task (see p. 55 of the **World of Darkness Rulebook**) into who the monster is and what history is available, applying a bonus equal to the successes on the Tactic roll. Note that this doesn't allow the hunters to find information that doesn't exist; a prominent local businessman might be a spirit-possessed cannibal, but if that's never been written down anywhere the characters can't find it by research alone.

**Exceptional Success:** In addition to the hefty bonus to the Research roll, the time required for research is reduced by one-third (20 minutes per roll rather than 30).

## Merits

**Danger Sense:** Used to watching his back, Gabreski is very adept at spotting an ambush. He receives a +2 bonus on his Wits + Composure roll to spot one.

**Endowments (Advanced Armory):** Being a member of Task Force: VALKYRIE, Gabreski has access to specialized equipment, such as his etheric goggles.

**Professional Training:** Gabreski has a great deal of training as a detective, which also means he meets many people in his job. After Gabreski has had some time to talk to his network of contacts, he can roll Manipulation + Persuasion or Socialize to get information from one of three groups: the police department, street gangs and the media. If he gets at least one success, he can get information on a particular topic.

**Resources:** Being a cop doesn't pay much, but some of Gabreski's "side investments" have made things a little more comfortable for him. He has a comfortable (if small) apartment and a working car without too much rust on it. Given a few hours' notice, he could scrape up \$1,000 during this story.

**Status (Task Force: VALKYRIE):** He's an accepted member of Task Force: VALKYRIE.



# HUNTER

## THE VIGIL

Name: LT. VINCE GABRESKI Concept: BLUNT LEADER Profession: DETECTIVE  
 Player: \_\_\_\_\_ Virtue: JUSTICE Cell: GABRESKI'S BOYS  
 Chronicle: ONE YEAR LATER Vice: GREED Compact/ TASK FORCE: VALKYRIE  
 Conspiracy: \_\_\_\_\_

### ATTRIBUTES

POWER	INTELLIGENCE ●●●●	STRENGTH ●●●●	PRESENCE ●●●●
FINESSE	WITS ●●●●	DEXTERITY ●●●●	MANIPULATION ●●●●
RESISTANCE	RESOLVE ●●●●	STAMINA ●●●●	COMPOSURE ●●●●

### SKILLS

#### MENTAL (-3 unskilled)

- Academics ○○○○
- Computer ○○○○
- Crafts ○○○○
- Investigation <sup>BODY</sup> <sub>LANGUAGE</sub> ●●●●
- Medicine ●○○○
- Occult ●○○○
- Politics ●○○○
- Science ○○○○

#### PHYSICAL (-1 unskilled)

- Athletics ●○○○
- Brawl <sub>DIRTY TRICKS</sub> ●●○○
- Drive ●○○○
- Firearms ●●○○
- Larceny ○○○○
- Stealth ●○○○
- Survival ○○○○
- Weaponry ●○○○

#### SOCIAL (-1 unskilled)

- Animal Ken ○○○○
- Empathy ●○○○
- Expression ○○○○
- Intimidation <sub>INTERROGATION</sub> ●●○○
- Persuasion ●●○○
- Socialize ○○○○
- Streetwise <sub>GANGS</sub> ●●○○
- Subterfuge ●○○○

### OTHER TRAITS

#### MERITS

- ANGER SENSE ●●○○○
- ENDOWMENT (ADVANCED ARMORY) ●●○○○
- PROFESSIONAL TRAINING ●●○○○
- RESOURCES ●●○○○
- STATUS: TFV ●○○○○
- ENDOWMENT (ETHERIC GOGGLES) ●●○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○

#### FLAWS

#### TACTICS

- MORAL SUPPORT \_\_\_\_\_
- PROFILING \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### HEALTH

□□□□□□□□□□

#### WILLPOWER

□□□□□□□□□□

#### MORALITY

10 \_\_\_\_\_ ○  
 9 \_\_\_\_\_ ○  
 8 \_\_\_\_\_ ○  
 7 \_\_\_\_\_ ○  
 6 \_\_\_\_\_ ○  
 5 \_\_\_\_\_ ●  
 4 \_\_\_\_\_ ●  
 3 \_\_\_\_\_ ●  
 2 \_\_\_\_\_ ●  
 1 \_\_\_\_\_ ●

Size 5  
 Speed 10  
 Initiative Mod 4  
 Defense 2  
 Armor \_\_\_\_\_

#### WEAPONS

BERETTA MODEL 92  
 CLASP KNIFE

#### DICE MOD

#### EQUIPMENT

#### DICE MOD

Experience \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 1/5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

# Raimundo Gutierrez

**Quote:** *You better watch where you point that thing, vato. You never know who's watching my back right now.*

**Background:** Raimundo is the leader of the *Siete Muertos* gang in Kensington. With Gabreski's help, he grew to dominate the other Latino gangs in the district and capture the lion's share of the gun and drug trade. He has a sister, Lupe, who is a nurse. Raimundo joined the Vigil along with Gabreski and his crew after the same ghoul attack that took Gabreski's partner. Raimundo lost his trusted bodyguard in that bloodbath.

**Description:** His boyish looks hide the cunning toughness at Raimundo's core. It isn't easy being a gang leader, and he has to be ruthless in order to keep his rank at the top of the pecking order. Short and thin but with a firm build, Raimundo wears a jacket with "*Siete Muertos*," the name of his gang, etched into the back.

**Roleplaying Hints:** Passionate, impetuous and angry, Raimundo is not a stranger to expressing himself. As a member of the Union compact, he is very much in favor of its collectivist philosophy when it comes to the Vigil. While he gets along well enough with the rest of the cell, he is by no means close to them; rather, he is guarded, particularly when it comes to his profession. He clashes often with Gabreski over the direction of the cell, a generally unpopular move given the rest of the cell's loyalty to Gabreski.

**Equipment:** *Siete Muertos* jacket, Luger 9mm pistol (+2 to Firearms rolls with a range of 20/40/80 yards), roll of cash

**Virtue/Vice:** Raimundo's Virtue is *Hope*. Once per session of play he regains all spent Willpower when he refuses to let others give in to despair, even when doing so risks harm to his own goals or wellbeing. His Vice is *Lust*. He regains 1 Willpower point whenever he satisfies his lust in a way that compromises others.

## Tactics Moral Support

**Dice Pool:** *Primary (Andrea):* Manipulation or Presence + Empathy. *Secondary:* Wits + Expression.

**Action:** Instant

**Description:** A monster might be able to tear a man's arm off or bite through his throat, but the truly terrifying ones are those that can control his thoughts and feelings. Hunters have long been aware that many creatures of the World of Darkness can do this sort of thing—some even cause memory loss by their very presence. The Moral Support Tactic, hopefully enacted *before* it becomes an issue, gives a cell some protection against this kind of attack.

The secondary actors exchange words of encouragement and support, psyching each other up, as it were. The primary actor then says a few words to the cell: last-minute advice, reminders about Tactics, or just an admonition to "kill the bastards." The cell can then enter a dangerous situation knowing the members have each other's backs. While this isn't a fool-

proof method of preventing infiltration or mind manipulation, it's certainly better than nothing.

Note, though, that moral support does *nothing* to help with existing mental manipulation. If a vampire catches a hunter out alone and implants a hypnotic suggestion, this Tactic does nothing to remove or weaken it. The hunter is protected from other mental incursions, but the prior one stands.

### Roll Results

**Dramatic Failure:** The cell is demoralized. Each member loses a point of Willpower, and all Tactics rolls suffer a -2 penalty for the next 24 hours.

**Failure:** The cell isn't in synch today, for whatever reason. No special protection from mental attacks.

**Success:** For the next scene, successes on the primary actor's roll are added to the hunters' Resistance traits for purposes of countering mental and emotional supernatural attacks. For example, the primary actor rolls three successes. If a vampire attempts to mind-control a member of the cell during the scene and the usual resistance roll is Resolve, the appropriate player rolls Resolve +3.

**Exceptional Success:** As above. In addition, the characters are inspired by the primary actor's words, and ready to go into battle. Each participant regains 1 Willpower point.

## Profiling

**Dice Pool:** *Primary (Jack):* Intelligence + Investigation. *Secondary:* Wits + Investigation.

**Action:** Instant and contested; target resists with Wits + Stealth (resistance is *not* reflexive)

**Description:** Most monsters were human at one point. That means they had human identities, were given birth certificates and Social Security numbers and left paper trails. Some even have criminal records. Such monsters are practiced, though, at covering their tracks, but learning who a monster is (or was) can be instrumental in defeating it. In order to do that, hunter cells work up a profile of the monster and use that profile in their research into the monster's past. This profile, though, requires in-the-field investigation.

Secondary actors for this Tactic roll Wits + Investigation. These are instant actions, and can be made across multiple scenes. A secondary actor can make one roll per scene a number of times per day equal to his Investigation rating and "keep" the best result for inclusion in the primary actor's dice pool. If the monster is aware it is being followed and monitored, or just assumes it always is and behaves accordingly (many monsters are indeed this paranoid), the secondary actors' rolls are opposed by a roll of Wits + Stealth for the monster. The secondary actor needs to meet or exceed the monster's successes in order for his action to be successful; otherwise the monster spots the secondary actors and might attack, flee, call in help or take whatever action is appropriate.

Once the secondary actors have collected their data, the primary actor rolls Intelligence + Academics to synthesize



the information and develop the profile. Someone in the cell needs to have Investigation 2, and someone needs Computer 2 in order to assist with this task. (If the primary actor has all these traits, he can assemble the profile without further assistance.) Once the profile is assembled, the cell has a valuable tool for tracking down the monster.

**Roll Results**

**Dramatic Failure:** The primary actor misidentifies the monster, but believes he has a positive lock. The cell might attack the wrong target, or might simply begin researching him and waste a great deal of time, depending upon how trigger-happy it is.

**Failure:** The profile is faulty and misleading. Using it as a research aid produces no bonus, and increases the time required for research by half (45 minutes per roll rather than 30).

**Success:** The primary actor assembles a working profile. The cell can then begin a Research task (see p. 55 of the **World of Darkness Rulebook**) into who the monster is and what history is available, applying a bonus equal to the successes on the Tactic roll. Note that this doesn't allow the hunters to find information that doesn't exist; a prominent local businessman might be a spirit-possessed cannibal, but if that's never been written down anywhere the characters can't find it by research alone.

**Exceptional Success:** In addition to the hefty bonus to the Research roll, the time required for research is reduced by one-third (20 minutes per roll rather than 30).

**Merits**

**Fast Reflexes:** Living on the streets has made Raimundo incredibly fast. He has a +2 to his Initiative (already calculated on the sheet).

**Language (Spanish):** Raimundo speaks fluent Spanish.

**Professional Training:** Raimundo has learned a great deal about being a criminal on the streets, and he's gotten to know many shady characters. After Raimundo has had some time to talk to his network of contacts, he can roll Manipulation + Persuasion or Socialize to get information from one of three groups: street gangs, drug dealers and gun dealers. If he gets at least one success, he can get information on a particular topic.

**Resources:** Raimundo's drug and gun trafficking has made him a tidy profit. He has a comfortable apartment and a slightly-used sports car. Given a few hours' notice, he could scrape up \$2,000 during this story.

**Retainer (bodyguard):** Raimundo doesn't go anywhere dangerous without his personal bodyguard, Miguel. If you need mechanics for Miguel, use Raimundo's Attributes and Skills as a basis. Miguel is a character handled by the Storyteller.

**Status (The Union):** He's an accepted member of the Union.

# HUNTER

## THE VIGIL

Name: RAIMUNDO GUTTIEREZ Concept: GANG LEADER Profession: CRIMINAL  
 Player: \_\_\_\_\_ Virtue: HOPE Cell: GABREKSI'S BOYS  
 Chronicle: ONE YEAR LATER Vice: LUST Compact/ THE UNION  
 Conspiracy: \_\_\_\_\_

### ATTRIBUTES

POWER	INTELLIGENCE ●●●●	STRENGTH ●●●●	PRESENCE ●●●●
FINESSE	WITS ●●●●	DEXTERITY ●●●●	MANIPULATION ●●●●
RESISTANCE	RESOLVE ●●●●	STAMINA ●●●●	COMPOSURE ●●●●

### SKILLS

#### MENTAL (-3 unskilled)

- Academics ○○○○
- Computer ●○○○
- Crafts ○○○○
- Investigation ●●○○
- Medicine ○○○○
- Occult ○○○○
- Politics GANGS ●○○○
- Science ○○○○

#### PHYSICAL (-1 unskilled)

- Athletics ●●○○
- Brawl ●●○○
- Drive ○○○○
- Firearms ●●○○
- Larceny CONCEAL STOLEN GOODS ●●○○
- Stealth ●○○○
- Survival ○○○○
- Weaponry ●●○○

#### SOCIAL (-1 unskilled)

- Animal Ken ○○○○
- Empathy ●○○○
- Expression ○○○○
- Intimidation THREATS ●●○○
- Persuasion ○○○○
- Socialize ●○○○
- Streetwise DEALERS ●●○○
- Subterfuge ●●○○

### OTHER TRAITS

#### MERITS

- FAST REFLEXES ●●○○○
- LANGUAGE (SPANISH) ●○○○○
- PROFESSIONAL TRAINING ●●○○○
- RESOURCES ●●○○○
- RETAINER (BODYGUARD) ●○○○○
- STATUS (THE UNION) ●●○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○

#### FLAWS

#### TACTICS

- MORAL SUPPORT \_\_\_\_\_
- PROFILING \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

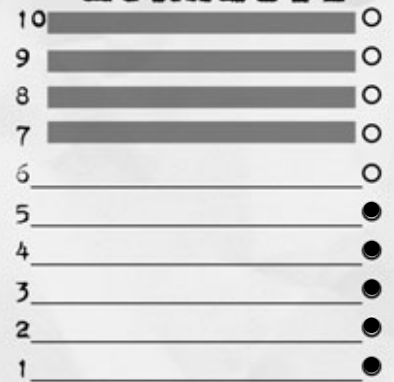
#### HEALTH



#### WILLPOWER



#### MORALITY



Size 5  
 Speed 11  
 Initiative Mod 8  
 Defense 2  
 Armor \_\_\_\_\_

#### WEAPONS

LUGER 9MM PISTOL

#### DICE MOD

#### EQUIPMENT

#### DICE MOD

Experience \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 1/5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7



# Karl Rivers

**Quote:** *I've seen this before. This strange thing. Give me a second, I'll show you.*

**Background:** Karl used to work as an investigative reporter for the *Philadelphia Inquirer* until he was fired for his lunatic conspiracy theories. He spent six months calling SCU with all sorts of strange cases, but the evidence was always lost. Gabreski got a restraining order against him, and Karl got in touch with Network 0. He's a freelance reporter now, living out of his car and stealing wi-fi from coffee shops, selling stories to fringe magazines and websites. He bought a .45 automatic from a gun shop a couple of years ago, and his time running with the cell has just continued to prove that he needs protection.

**Description:** With black hair and nicotine-stained fingers, Karl's gaunt features are a product of his rather unhealthy lifestyle. Spending the majority of his time glued to his laptop, his unkempt appearance reflects his paranoid outlook on life. A fast talker (and even faster typist), Karl is constantly in search of information, and his fingers are hardly ever away from his keyboard.

**Roleplaying Hints:** Karl is disorganized and disheveled: every bit the conspiracy theorist. While he defends himself when necessary, he is by no means a combat-oriented person. His primary goal in the team is research, using his Network 0 connections to find the monsters for the other hunters to finish off.

**Equipment:** Battered laptop (+1 to Computer rolls), cell phone with built-in camera, pack of cigarettes, Colt M1911A1 pistol (+3 to Firearms rolls with a range of 30/60/120 yards)

**Virtue/Vice:** Karl's Virtue is *Faith*. Once per session of play he regains all spent Willpower when he is able to forge meaning from chaos and tragedy. In Karl's case, his faith isn't in a divine being, but rather in the belief that everything ties together in the end. His Vice is *Gluttony*. He regains 1 Willpower point whenever he indulges in his addiction or appetites at some risk to himself or a loved one.

## Tactics Moral Support

**Dice Pool:** *Primary (Andrea):* Manipulation or Presence + Empathy. *Secondary:* Wits + Expression.

**Action:** Instant

**Description:** A monster might be able to tear a man's arm off or bite through his throat, but the truly terrifying ones are those that can control his thoughts and feelings. Hunters have long been aware that many creatures of the World of Darkness can do this sort of thing—some even cause memory loss by their very presence. The Moral Support Tactic, hopefully enacted *before* it becomes an issue, gives a cell some protection against this kind of attack.

The secondary actors exchange words of encouragement and support, psyching each other up, as it were. The primary actor then says a few words to the cell: last-minute advice, reminders about Tactics, or just an admonition to "kill the bastards." The cell can then enter a dangerous situation knowing

the members have each other's backs. While this isn't a fool-proof method of preventing infiltration or mind manipulation, it's certainly better than nothing.

Note, though, that moral support does *nothing* to help with existing mental manipulation. If a vampire catches a hunter out alone and implants a hypnotic suggestion, this Tactic does nothing to remove or weaken it. The hunter is protected from other mental incursions, but the prior one stands.

### Roll Results

**Dramatic Failure:** The cell is demoralized. Each member loses a point of Willpower, and all Tactics rolls suffer a -2 penalty for the next 24 hours.

**Failure:** The cell isn't in synch today, for whatever reason. No special protection from mental attacks.

**Success:** For the next scene, successes on the primary actor's roll are added to the hunters' Resistance traits for purposes of countering mental and emotional supernatural attacks. For example, the primary actor rolls three successes. If a vampire attempts to mind-control a member of the cell during the scene and the usual resistance roll is Resolve, the appropriate player rolls Resolve +3.

**Exceptional Success:** As above. In addition, the characters are inspired by the primary actor's words, and ready to go into battle. Each participant regains 1 Willpower point.

## Profiling

**Dice Pool:** *Primary (Jack):* Intelligence + Investigation. *Secondary:* Wits + Investigation.

**Action:** Instant and contested; target resists with Wits + Stealth (resistance is *not* reflexive)

**Description:** Most monsters were human at one point. That means they had human identities, were given birth certificates and Social Security numbers and left paper trails. Some even have criminal records. Such monsters are practiced, though, at covering their tracks, but learning who a monster is (or was) can be instrumental in defeating it. In order to do that, hunter cells work up a profile of the monster and use that profile in their research into the monster's past. This profile, though, requires in-the-field investigation.

Secondary actors for this Tactic roll Wits + Investigation. These are instant actions, and can be made across multiple scenes. A secondary actor can make one roll per scene a number of times per day equal to his Investigation rating and "keep" the best result for inclusion in the primary actor's dice pool. If the monster is aware it is being followed and monitored, or just assumes it always is and behaves accordingly (many monsters are indeed this paranoid), the secondary actors' rolls are opposed by a roll of Wits + Stealth for the monster. The secondary actor needs to meet or exceed the monster's successes in order for his action to be successful; otherwise the monster spots the secondary actors and might attack, flee, call in help or take whatever action is appropriate.

Once the secondary actors have collected their data, the primary actor rolls Intelligence + Academics to synthesize the information and develop the profile. Someone in the cell

needs to have Investigation 2, and someone needs Computer 2 in order to assist with this task. (If the primary actor has all these traits, he can assemble the profile without further assistance.) Once the profile is assembled, the cell has a valuable tool for tracking down the monster.

## Roll Results

**Dramatic Failure:** The primary actor misidentifies the monster, but believes he has a positive lock. The cell might attack the wrong target, or might simply begin researching him and waste a great deal of time, depending upon how trigger-happy it is.

**Failure:** The profile is faulty and misleading. Using it as a research aid produces no bonus, and increases the time required for research by half (45 minutes per roll rather than 30).

**Success:** The primary actor assembles a working profile. The cell can then begin a Research task (see p. 55 of the **World of Darkness Rulebook**) into who the monster is and what history is available, applying a bonus equal to the successes on the Tactic roll. Note that this doesn't allow the hunters to find information that doesn't exist; a prominent local businessman might be a spirit-possessed cannibal, but if that's never been written down anywhere the characters can't find it by research alone.

**Exceptional Success:** In addition to the hefty bonus to the Research roll, the time required for research is reduced by one-third (20 minutes per roll rather than 30).

## Merits

**Encyclopedic Knowledge:** Karl is extremely smart and knows minute facts about a variety of strange and unusual topics. Whenever he is confronted by a situation outside his normal realm of knowledge, he may roll his Intelligence + Wits to produce a helpful fact about the given topic.

**Fame:** Karl has gained a small following for his exposés and reports. He gets +2 to his Socialize or Persuasion rolls among those who follow his career or otherwise respect his work.

**Professional Training:** Despite his checkered past, Karl's made a few contacts as a reporter. After Karl has had some time to talk to his network of contacts, he can roll Manipulation + Persuasion or Socialize to get information from other reporters. If he gets at least one success, he can get information on a particular topic.

**Resources:** Karl makes just enough money from his freelance reporting to pay for food and gas.

**Status (Network 0):** He's an accepted member of Network 0.



# HUNTER

## THE VIGIL

Name: KARL RIVERS Concept: REPORTER Profession: JOURNALIST  
 Player: \_\_\_\_\_ Virtue: FAITH Cell: GABREKST'S BOYS  
 Chronicle: ONE YEAR LATER Vice: GLUTTONY Compact/ \_\_\_\_\_ NETWORK 0  
 Conspiracy: \_\_\_\_\_

### ATTRIBUTES

POWER	INTELLIGENCE ●●●●○	STRENGTH ●●●●○	PRESENCE ●●●●○
FINESSE	WITS ●●●●○	DEXTERITY ●●●●○	MANIPULATION ●●●●○
RESISTANCE	RESOLVE ●●●●○	STAMINA ●●●●○	COMPOSURE ●●●●○

### SKILLS

#### MENTAL (-3 unskilled)

- Academics CONSPIRACY THEORY ●●●●○
- Computer INTERNET ●●●●○
- Crafts ○○○○○
- Investigation PUZZLES ●●●●○
- Medicine ○○○○○
- Occult ●●●●○
- Politics ○○○○○
- Science ○○○○○

#### PHYSICAL (-1 unskilled)

- Athletics ●○○○○
- Brawl ○○○○○
- Drive ●○○○○
- Firearms ●●○○○
- Larceny BREAKING AND ENTERING ●●○○○
- Stealth ●●○○○
- Survival ○○○○○
- Weaponry ○○○○○

#### SOCIAL (-1 unskilled)

- Animal Ken ○○○○○
- Empathy ●○○○○
- Expression ●●○○○
- Intimidation ○○○○○
- Persuasion ○○○○○
- Socialize ○○○○○
- Streetwise ●●○○○
- Subterfuge ●○○○○

### OTHER TRAITS

#### MERITS

- ENCYCLOPEDIA KNOWLEDGE ●●●●○
- FAME ●●○○○
- PROFESSIONAL TRAINING ●○○○○
- RESOURCES ●○○○○
- STATUS (NETWORK 0) ●○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○

#### FLAWS

#### TACTICS

- MORAL SUPPORT \_\_\_\_\_
- PROFILING \_\_\_\_\_

#### HEALTH

●●●●●○○○○○○○○○○

#### WILLPOWER

●●●●●○○○○○○○○○○

#### MORALITY

10 \_\_\_\_\_ ○  
 9 \_\_\_\_\_ ○  
 8 \_\_\_\_\_ ○  
 7 \_\_\_\_\_ ●  
 6 \_\_\_\_\_ ●  
 5 \_\_\_\_\_ ●  
 4 \_\_\_\_\_ ●  
 3 \_\_\_\_\_ ●  
 2 \_\_\_\_\_ ●  
 1 \_\_\_\_\_ ●

Size 5  
 Speed 9  
 Initiative Mod 4  
 Defense 2  
 Armor \_\_\_\_\_

#### WEAPONS

COLT M1911A1

#### DICE MOD

#### EQUIPMENT

#### DICE MOD

Experience \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 1/5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

# Sgt. Andrea Taggart

**Quote:** *Yessir. I'm right with you on this one.*

**Background:** A longtime member of the SCU, Andrea has been with Gabreski for years. She took a leap of faith with him, joining Task Force: VALKYRIE without hesitation, and will continue to serve under him until the day she dies.

**Description:** Andrea has a sharp, hatchet-like face and close-cropped black hair with touches of gray, a byproduct of her years in the force. Tough and thick, Andrea is a force to be reckoned with amongst Gabreski's Boys.

**Roleplaying Hints:** Andrea is very loyal to the cell, and particularly to Gabreski. She will follow his orders without hesitation. She has been working with him and Jack for years now, and together they form a tight unit. She gets along well enough with Raimundo and Karl, acting polite but rather standoffish with them.

**Equipment:** police badge, .45 ACP autoloader with etheric rounds (+3 to Firearms rolls, with a range of 30/60/120 yards), police baton (+2 to Weaponry rolls)

**Virtue/Vice:** Andrea's Virtue is *Fortitude*. Once per session of play she regains all spent Willpower when she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Wrath*. She regains one Willpower point whenever she unleashes her anger in a situation where doing so is dangerous. If a fight has already begun, no Willpower points are regained. It must take place in a situation where anger is unwarranted and inappropriate.

## Endowments

**Etheric Rounds (Advanced Armory •):** Produced in top-secret, experimental laboratories around the country, these bullets have been bombarded with a cocktail of exotic, high-energy particles that infuse peculiar pseudo-physical properties into the lead. Etheric rounds are delivered to field operatives in clear plastic magazines (Task Force: VALKYRIE manufactures versions in every caliber and magazine style currently on the market) and emit a faint blue light from their tips. When fired, this light becomes as bright as a tracer round, making concealment all but impossible. The bullet is actually consumed by this light, which converts the metal into a pseudoetheric state that VALKYRIE scientists believe to be a heretofore undiscovered "fifth state" of matter. Etheric rounds allow the hunter to inflict normal lethal firearms damage against ghosts, spirits and other incorporeal entities. Etheric rounds can be used against corporeal targets as well, but the attack suffers a -1 penalty, as the pseudoetheric harmonics are less disruptive to living tissue.

## Tactics Moral Support

**Dice Pool:** *Primary (Andrea):* Manipulation or Presence + Empathy. *Secondary:* Wits + Expression.

**Action:** Instant

**Description:** A monster might be able to tear a man's arm off or bite through his throat, but the truly terrifying ones are those that can control his thoughts and feelings. Hunters have long been aware that many creatures of the World of Darkness can do this sort of thing—some even cause memory loss by their very presence. The Moral Support Tactic, hopefully enacted *before* it becomes an issue, gives a cell some protection against this kind of attack.

The secondary actors exchange words of encouragement and support, psyching each other up, as it were. The primary actor then says a few words to the cell: last-minute advice, reminders about Tactics, or just an admonition to "kill the bastards." The cell can then enter a dangerous situation knowing the members have each other's backs. While this isn't a fool-proof method of preventing infiltration or mind manipulation, it's certainly better than nothing.

Note, though, that moral support does *nothing* to help with existing mental manipulation. If a vampire catches a hunter out alone and implants a hypnotic suggestion, this Tactic does nothing to remove or weaken it. The hunter is protected from other mental incursions, but the prior one stands.

### Roll Results

**Dramatic Failure:** The cell is demoralized. Each member loses a point of Willpower, and all Tactics rolls suffer a -2 penalty for the next 24 hours.

**Failure:** The cell isn't in synch today, for whatever reason. No special protection from mental attacks.

**Success:** For the next scene, successes on the primary actor's roll are added to the hunters' Resistance traits for purposes of countering mental and emotional supernatural attacks. For example, the primary actor rolls three successes. If a vampire attempts to mind-control a member of the cell during the scene and the usual resistance roll is Resolve, the appropriate player rolls Resolve +3.

**Exceptional Success:** As above. In addition, the characters are inspired by the primary actor's words, and ready to go into battle. Each participant regains one Willpower point.

## Profiling

**Dice Pool:** *Primary (Jack):* Intelligence + Investigation. *Secondary:* Wits + Investigation.

**Action:** Instant and contested; target resists with Wits + Stealth (resistance is *not* reflexive)

**Description:** Most monsters were human at one point. That means they had human identities, were given birth certificates and Social Security numbers and left paper trails. Some even have criminal records. Such monsters are practiced, though, at covering their tracks, but learning who a monster is (or was) can be instrumental in defeating it. In order to do that, hunter cells work up a profile of the monster and use that profile in their research into the monster's past. This profile, though, requires in-the-field investigation.

Secondary actors for this Tactic roll Wits + Investigation. These are instant actions, and can be made across multiple scenes. A secondary actor can make one roll per scene



a number of times per day equal to his Investigation rating and “keep” the best result for inclusion in the primary actor’s dice pool. If the monster is aware it is being followed and monitored, or just assumes it always is and behaves accordingly (many monsters are indeed this paranoid), the secondary actors’ rolls are opposed by a roll of Wits + Stealth for the monster. The secondary actor needs to meet or exceed the monster’s successes in order for his action to be successful; otherwise the monster spots the secondary actors and might attack, flee, call in help or take whatever action is appropriate.

Once the secondary actors have collected their data, the primary actor rolls Intelligence + Academics to synthesize the information and develop the profile. Someone in the cell needs to have Investigation 2, and someone needs Computer 2 in order to assist with this task. (If the primary actor has all these traits, he can assemble the profile without further assistance.) Once the profile is assembled, the cell has a valuable tool for tracking down the monster.

#### Roll Results

**Dramatic Failure:** The primary actor misidentifies the monster, but believes he has a positive lock. The cell might attack the wrong target, or might simply begin researching him and waste a great deal of time, depending upon how trigger-happy it is.

**Failure:** The profile is faulty and misleading. Using it as a research aid produces no bonus, and increases the time required for research by half (45 minutes per roll rather than 30).

**Success:** The primary actor assembles a working profile. The cell can then begin a Research task (see p. 55 of the **World of Darkness Rulebook**) into who the monster is and what history is available, applying a bonus equal to the successes on the Tactic roll. Note that this doesn’t allow the hunters to find infor-

mation that doesn’t exist; a prominent local businessman might be a spirit-possessed cannibal, but if that’s never been written down anywhere the characters can’t find it by research alone.

**Exceptional Success:** In addition to the hefty bonus to the Research roll, the time required for research is reduced by one-third (20 minutes per roll rather than 30).

## Merits

**Endowments (Advanced Armory):** Being a member of Task Force: VALKYRIE, Andrea has access to specialized equipment, such as her clip of etheric rounds.

**Favored Weapon:** Andrea’s had her ACP autoloader since she first joined the force, and it’s served her well all these years. As long as it’s on her person or within reach and easily accessible, she gains a +2 to Resolve + Composure rolls.

**Iron Stamina:** Andrea is as tough as nails, and she’ll keep on kicking long after some of the other guys are curled up in a ball and crying. She ignores up to a -2 modifier for wound penalties, meaning she loses only one die when she’s close to going unconscious, instead of -3.

**Professional Training:** Even though Andrea is in the detective division, at heart she’s a cop, and that’s where her training lies. After Andrea has had some time to talk to her network of contacts, she can roll Manipulation + Persuasion or Socialize to get information from the guys in the police department. If she gets at least one success, she can get information on a particular topic.

**Resources:** Being a cop doesn’t pay much, but Andrea has spent enough time in the force to net a few good raises. She has a small, comfortable apartment and a car that doesn’t need too many repairs. Given a few hours’ notice, she could scrape up \$1,000 during this story.

**Status (Task Force: VALKYRIE):** She’s an accepted member of Task Force: VALKYRIE.

# HUNTER

## THE VIGIL

Name: SGT. ANDREA TAGGART Concept: TOUGH COP Profession: COP  
 Player: \_\_\_\_\_ Virtue: FORTITUDE Cell: GABREKST'S BOYS  
 Chronicle: ONE YEAR LATER Vice: WRATH Compact/ TASK FORCE VALKYRIE  
 Conspiracy: \_\_\_\_\_

### ATTRIBUTES

POWER	INTELLIGENCE ●●●●	STRENGTH ●●●●	PRESENCE ●●●●
FINESSE	WITS ●●●●	DEXTERITY ●●●●	MANIPULATION ●●●●
RESISTANCE	RESOLVE ●●●●	STAMINA ●●●●	COMPOSURE ●●●●

### SKILLS

#### MENTAL (-3 unskilled)

- Academics ○○○○
- Computer ●○○○
- Crafts ○○○○
- Investigation ●○○○
- Medicine ●○○○
- Occult ○○○○
- Politics ●○○○
- Science ○○○○

#### PHYSICAL (-1 unskilled)

- Athletics ●●●●
- Brawl ●●●●
- Drive CHASES ●○○○
- Firearms PISTOL ●●●●
- Larceny ○○○○
- Stealth ●○○○
- Survival ○○○○
- Weaponry ●●○○

#### SOCIAL (-1 unskilled)

- Animal Ken ○○○○
- Empathy ●●○○
- Expression ●●○○
- Intimidation ○○○○
- Persuasion ●○○○
- Socialize ○○○○
- Streetwise RUMORS ●●○○
- Subterfuge ○○○○

### OTHER TRAITS

#### MERITS

- ENDOWMENT (ADVANCED ARMORY) ●○○○○
- FAVORED WEAPON (.45 PISTOL) ●●○○○
- IRON STAMINA ●●○○○
- PROFESSIONAL TRAINING ●○○○○
- RESOURCES ●●○○○
- STATUS (TASK FORCE VALKYRIE) ●○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○

#### FLAWS

#### TACTICS

- MORAL SUPPORT \_\_\_\_\_
- PROFILING \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

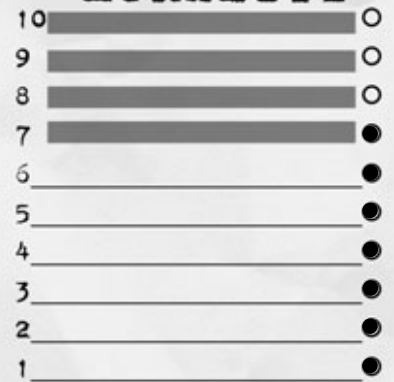
#### HEALTH



#### WILLPOWER



#### MORALITY



Size 5  
 Speed 9  
 Initiative Mod 3  
 Defense 2  
 Armor \_\_\_\_\_

#### WEAPONS

- .45 ACP AUTOLOADER
- POLICE BATON

#### DICE MOD

#### EQUIPMENT

#### DICE MOD

Experience \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 1/5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7



# Det. Jack Dean

**Quote:** *All right, one more time. Let's wrap this up quick, boys.*

**Background:** Jack is your typical police detective on the surface: calm and collected, rough around the edges, a keen observer and well-built. However, when he's nervous or scared, he more closely resembles the stereotype of his Irish parents. He's not worked for Gabreski as long as Andrea has, but he's just as fiercely loyal to him as she is, even if some of the monsters they hunt make him want to stay home under the covers.

**Description:** Freckled face, red hair, chubby cheeks: every bit the Irishman, Jack looks young with his baby face, and every once in a while he acts the part. But don't let that fool you: he is as tough as they come.

**Roleplaying Hints:** Jack has an Irish lilt when he gets upset, something he picked up from his mother. Andrea is the workhorse of the unit, but Jack fills in where the others need him. He is the utility player, available for support wherever he is needed.

**Equipment:** police badge, small flashlight, Glock 17 pistol (+2 to Firearms rolls, with a range of 20/40/80 yards), etheric tracker

**Virtue/Vice:** Jack's Virtue is *Charity*. He regains all spent Willpower when he gives something of himself to help another. This does not include giving something of which he has an abundance, only those things that will cause him hardship through their absence. His Vice is *Sloth*. He regains one Willpower point whenever he successfully avoids a difficult task but achieves the same goal nonetheless.

## Endowments

**Etheric Tracker (Advanced Armory ••••):** Monsters, whatever their stripe, tend to be elusive. Whether it's a vampire's ability to cloud men's minds, a witch's teleportation spell, or a werewolf's really damned disconcerting way of just *disappearing* sometimes, if Task Force: VALKYRIE can't find it, it can't very well tag it or kill it. The etheric tracker is one step toward nullifying that advantage. The etheric tracker consists of two parts: The main unit is roughly the size and shape of a large pistol (Size 1), which uses precisely-aligned electromagnets to fire a tracking pellet at considerable velocity, embedding it below the target's skin. The pellets themselves are roughly the size of a grain of sand, and are small enough that the target must roll Wits + Composure to notice the impact. Even if it is noticed, the sensation is comparable to the bite of a small insect. A hand-held scanner, the second part of the tracker, picks up the pseudoetheric radiation given off by the pellet and displays a location on an LCD screen. Current field models integrate a GPS locator and street maps of the area, allowing the team to pinpoint the location of its quarry.

Since the tracker actually follows the etheric signature of the pellet and not a radio frequency or other, more earthly signature, it can follow creatures even when they slip into an invisible, intangible state. Likewise, the pellet's pseudoetheric nature allows it to anchor in the resonant structure of a mani-

fested ghost or spirit as well as the flesh of a corporeal entity. The current model cannot track a target that fully departs this plane of existence, but Task Force: VALKYRIE researchers are hard at work on cracking that puzzle as well. An etheric tracker has an effective range of only half a mile, but this range is not hampered by buildings or other obstructions. A single pellet can be tracked for 24 hours before its etheric resonance fades.

## Tactics Moral Support

**Dice Pool:** *Primary (Andrea):* Manipulation or Presence + Empathy. *Secondary:* Wits + Expression.

**Action:** Instant

**Description:** A monster might be able to tear a man's arm off or bite through his throat, but the truly terrifying ones are those that can control his thoughts and feelings. Hunters have long been aware that many creatures of the World of Darkness can do this sort of thing—some even cause memory loss by their very presence. The Moral Support Tactic, hopefully enacted *before* it becomes an issue, gives a cell some protection against this kind of attack.

The secondary actors exchange words of encouragement and support, psyching each other up, as it were. The primary actor then says a few words to the cell: last-minute advice, reminders about Tactics, or just an admonition to "kill the bastards." The cell can then enter a dangerous situation knowing the members have each other's backs. While this isn't a fool-proof method of preventing infiltration or mind manipulation, it's certainly better than nothing.

Note, though, that moral support does *nothing* to help with existing mental manipulation. If a vampire catches a hunter out alone and implants a hypnotic suggestion, this Tactic does nothing to remove or weaken it. The hunter is protected from other mental incursions, but the prior one stands.

**Roll Results**

**Dramatic Failure:** The cell is demoralized. Each member loses a point of Willpower, and all Tactics rolls suffer a -2 penalty for the next 24 hours.

**Failure:** The cell isn't in synch today, for whatever reason. No special protection from mental attacks.

**Success:** For the next scene, successes on the primary actor's roll are added to the hunters' Resistance traits for purposes of countering mental and emotional supernatural attacks. For example, the primary actor rolls three successes. If a vampire attempts to mind-control a member of the cell during the scene and the usual resistance roll is Resolve, the appropriate player rolls Resolve +3.

**Exceptional Success:** As above. In addition, the characters are inspired by the primary actor's words, and ready to go into battle. Each participant regains one Willpower point.

## Profiling

**Dice Pool:** *Primary (Jack):* Intelligence + Investigation. *Secondary:* Wits + Investigation.

**Action:** Instant and contested; target resists with Wits + Stealth (resistance is *not* reflexive)

**Description:** Most monsters were human at one point. That means they had human identities, were given birth certificates and Social Security numbers and left paper trails. Some even have criminal records. Such monsters are practiced, though, at covering their tracks, but learning who a monster is (or was) can be instrumental in defeating it. In order to do that, hunter cells work up a profile of the monster and use that profile in their research into the monster's past. This profile, though, requires in-the-field investigation.

Secondary actors for this Tactic roll Wits + Investigation. These are instant actions, and can be made across multiple scenes. A secondary actor can make one roll per scene a number of times per day equal to his Investigation rating and "keep" the best result for inclusion in the primary actor's dice pool. If the monster is aware it is being followed and monitored, or just assumes it always is and behaves accordingly (many monsters are indeed this paranoid), the secondary actors' rolls are opposed by a roll of Wits + Stealth for the monster. The secondary actor needs to meet or exceed the monster's successes in order for his action to be successful; otherwise the monster spots the secondary actors and might attack, flee, call in help or take whatever action is appropriate.

Once the secondary actors have collected their data, the primary actor rolls Intelligence + Academics to synthesize the information and develop the profile. Someone in the cell needs to have Investigation 2, and someone needs Computer 2 in order to assist with this task. (If the primary actor has all these traits, he can assemble the profile without further assistance.) Once the profile is assembled, the cell has a valuable tool for tracking down the monster.

### Roll Results

**Dramatic Failure:** The primary actor misidentifies the monster, but believes he has a positive lock. The cell might attack the wrong target, or might simply begin researching him and waste a great deal of time, depending upon how trigger-happy it is.

**Failure:** The profile is faulty and misleading. Using it as a research aid produces no bonus, and increases the time required for research by half (45 minutes per roll rather than 30).

**Success:** The primary actor assembles a working profile. The cell can then begin a Research task (see p. 55 of the **World of Darkness Rulebook**) into who the monster is and what history is available, applying a bonus equal to the successes on the Tactic roll. Note that this doesn't allow the hunters to find information that doesn't exist; a prominent local businessman might be a spirit-possessed cannibal, but if that's never been written down anywhere the characters can't find it by research alone.

**Exceptional Success:** In addition to the hefty bonus to the Research roll, the time required for research is reduced by one-third (20 minutes per roll rather than 30).

## Merits

**Common Sense:** Jack is exceptionally grounded and pragmatic, and can be depended upon to make sound, straightforward decisions after a few moments' thought. The Storyteller can make a reflexive Wits + Composure roll once per session if Jack is about to embark upon a disastrous course of action, or if you find yourself at a point in the story where you're completely stumped for ideas. If the roll succeeds, the Storyteller may point out the risks of a particular course, or suggest possible actions Jack can take that might get events back on track.

**Endowments (Advanced Armory):** Being a member of Task Force: VALKYRIE, Jack has access to specialized equipment, such as his etheric tracker.

**Professional Training:** Jack is still learning how to be a detective, but he's made a few friends on the force. After Jack has had some time to talk to his network of contacts, he can roll Manipulation + Persuasion or Socialize to get information from his friends in the detective division. If he gets at least one success, he can get information on a particular topic.

**Resources:** Being a cop doesn't pay much, but Jack's managed to spend his money well (or let other people spend money on him). He has a modest apartment and a modest car that's only a few years old. Given a few hours' notice, he could scrape up \$1,000 during this story.

**Status (Task Force: VALKYRIE):** He's an accepted member of Task Force: VALKYRIE.



# HUNTER

## THE VIGIL

Name: DETECTIVE JACK DEAN Concept: NERVOUS DETECTIVE Profession: DETECTIVE  
 Player: \_\_\_\_\_ Virtue: CHARITY Cell: GABREKST'S BOYS  
 Chronicle: ONE YEAR LATER Vice: SLOTH Compact/ TASK FORCE VALKYRIE  
 Conspiracy: \_\_\_\_\_

### ATTRIBUTES

POWER	INTELLIGENCE ●●●●	STRENGTH ●●●●	PRESENCE ●●●●
FINESSE	WITS ●●●●	DEXTERITY ●●●●	MANIPULATION ●●●●
RESISTANCE	RESOLVE ●●●●	STAMINA ●●●●	COMPOSURE ●●●●

### SKILLS

#### MENTAL (-3 unskilled)

- Academics ●●●●
- Computer ●●●●
- Crafts ○○○○
- Investigation <sup>CRIME SCENES</sup> ●●●●
- Medicine ●○○○
- Occult ○○○○
- Politics ●○○○
- Science <sup>FORENSICS</sup> ●○○○

#### PHYSICAL

#### (-1 unskilled)

- Athletics ●●●●
- Brawl ●○○○
- Drive ●●○○
- Firearms <sup>PISTOL</sup> ●○○○
- Larceny ●○○○
- Stealth ●○○○
- Survival ○○○○
- Weaponry ●○○○

#### SOCIAL

#### (-1 unskilled)

- Animal Ken ○○○○
- Empathy <sup>MOTIVES</sup> ●●●●
- Expression ○○○○
- Intimidation ●○○○
- Persuasion ●○○○
- Socialize ○○○○
- Streetwise ●○○○
- Subterfuge ○○○○

### OTHER TRAITS

#### MERITS

- COMMON SENSE ●●●●
- ENDOWMENT (ADVANCED ARMORY) ●●●●
- PROFESSIONAL TRAINING ●○○○
- RESOURCES ●●○○
- STATUS (TASK FORCE VALKYRIE) ●○○○
- ENDOWMENT (ETHERIC TRACKER) ○○○○
- \_\_\_\_\_ ○○○○
- \_\_\_\_\_ ○○○○
- \_\_\_\_\_ ○○○○

#### FLAWS

#### TACTICS

- MORAL SUPPORT \_\_\_\_\_
- PROFILING \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### HEALTH

●●●●●●●●●●

#### WILLPOWER

●●●●●●●●●●

#### MORALITY

10 \_\_\_\_\_ ○  
 9 \_\_\_\_\_ ○  
 8 \_\_\_\_\_ ○  
 7 \_\_\_\_\_ ●  
 6 \_\_\_\_\_ ●  
 5 \_\_\_\_\_ ●  
 4 \_\_\_\_\_ ●  
 3 \_\_\_\_\_ ●  
 2 \_\_\_\_\_ ●  
 1 \_\_\_\_\_ ●

Size 5  
 Speed 10  
 Initiative Mod 5  
 Defense 3  
 Armor \_\_\_\_\_

#### WEAPONS

GLOCK 17

#### DICE MOD

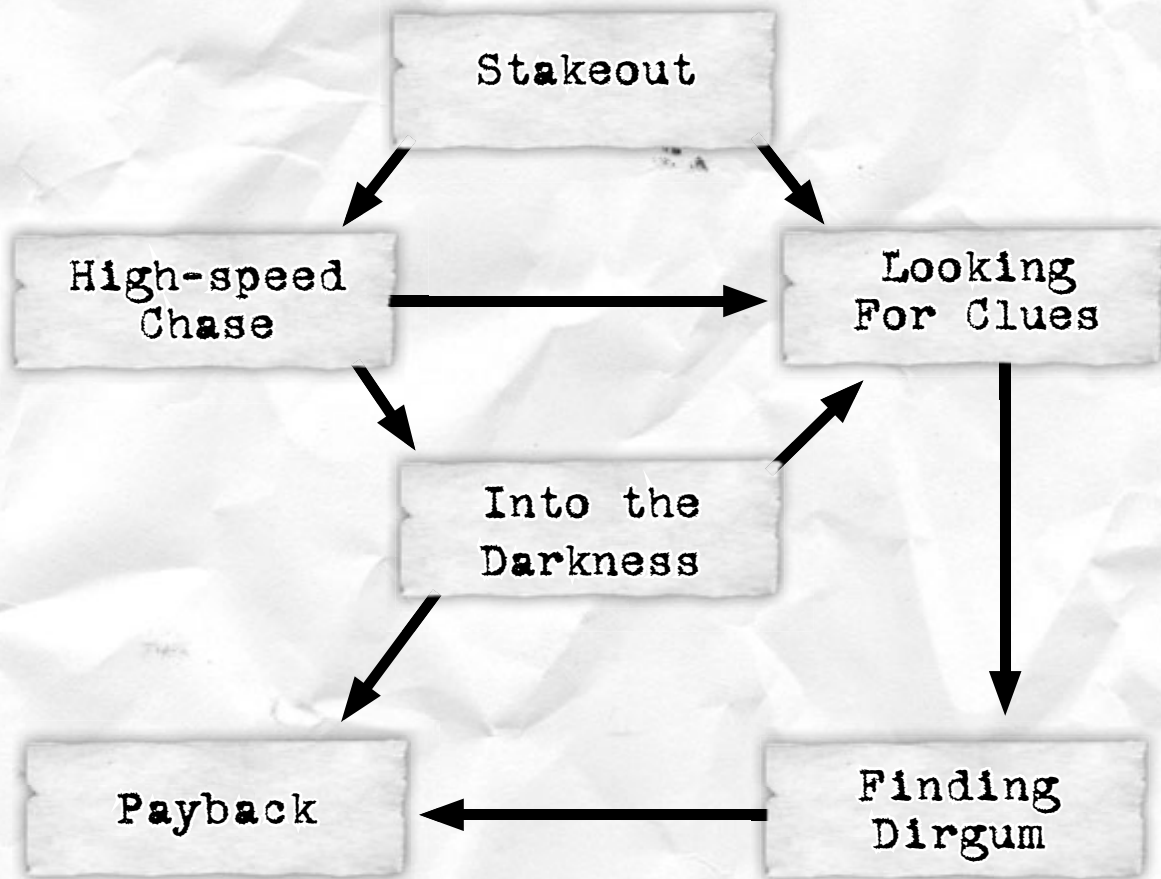
#### EQUIPMENT

#### DICE MOD







Experience \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 1/5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

# One Year Later Flowchart



## SCENE: Stakeout

MENTAL    
 PHYSICAL    
 SOCIAL  

### HINDRANCES

Tracking: Crowded street (-2, for cell), conspicuous cover (-2, for cell), daylight (-1, for minion), empty street (-1, for minion)

Noticing the SUV: Nighttime (-2), backseat passenger (-3), raining (-1)

### HELP

Tracking: Familiar with neighborhood (+1, for cell), invisible (+3, for minion)






Noticing the SUV: Quiet neighborhood (+2), driver (+2)

**STs** Give a chance for some investigation before launching a surprise attack.

**PCs** Follow your target to see if he leads you to information on the ghoul.



## SCENE: High-Speed Chase

MENTAL    
PHYSICAL    
SOCIAL 

### HINDRANCES

Heavy traffic (-1 for SUV, -2 for van)  
Pedestrians (-2)  
Rain (-1)  
Stopped traffic/red light (-2)  
Blown tire (-2 per tire)

### HELP

No traffic (+2 for van, +1 for SUV)  
Know the area (+1)

**STs** Give the players a scene of fast-paced action until the SUV escapes in the tunnel.

**PCs** Catch up with the SUV before it escapes.

## SCENE: Into the Darkness

MENTAL    
PHYSICAL    
SOCIAL 

### HINDRANCES

Small size (-2)  
Darkness







### HELP

Various VALKYRIE  
Endowments

**STs** Build tension before the group's first experience with the supernatural in this story.

**PCs** Leave the tunnel alive.

### SCENE: Looking for Clues

MENTAL    
 PHYSICAL    
 SOCIAL  

#### HINDRANCES

Searching the Room: Disarray (-1)  
 Asking Around: Person is a cop (-2), language barrier (-3)  
 Searching the Network: Bad Internet connection (-1)







#### HELP

Searching the Room: Familiarity (+2 for Raimundo)  
 Asking Around: Familiarity (+3 for Raimundo)  
 Searching the Network: Previously acquired information (+2)

**STs** Give the group some clues on Lupe's kidnappers, and showcase Karl's Network 0 connections.

**PCs** Find a clue about the identity of Lanternum Nocturne or Lupe's kidnappers.

### SCENE: Finding Dirgum

MENTAL    
 PHYSICAL    
 SOCIAL  

#### HINDRANCES

Interrogation happens out in the open  
 Zombie

#### HELP

Dirgum's not particularly smart

**STs** Show how contemptible Dirgum is while the cell shakes him down for information.

**PCs** Get information out of Dirgum, no matter what it takes.



# SCENE: Payback

MENTAL    
PHYSICAL     
SOCIAL 

## HINDRANCES

Wounded (-1)  
Previously incapacitated (-3)

## HELP

Isolated area (+1 for interrogator)

**STs** The final showdown between the cell and the kidnapers. Let them beat the bad guys, and interrogate the rival cell to find out what's really going on.

**PCs** Save Lupe, and maybe kill the monster and defeat the rival cell.

# SCENE:

MENTAL  
PHYSICAL  
SOCIAL

## HINDRANCES

## HELP

**STs**

**PCs**

# HUNTER

## THE VIGIL

Name: \_\_\_\_\_ Concept: \_\_\_\_\_ Profession: \_\_\_\_\_  
 Player: \_\_\_\_\_ Virtue: \_\_\_\_\_ Cell: \_\_\_\_\_  
 Chronicle: \_\_\_\_\_ Vice: \_\_\_\_\_ Compact/ \_\_\_\_\_  
 Conspiracy: \_\_\_\_\_

### ATTRIBUTES

POWER	INTELLIGENCE ●●●●	STRENGTH ●●●●	PRESENCE ●●●●
FINESSE	WITS ●●●●	DEXTERITY ●●●●	MANIPULATION ●●●●
RESISTANCE	RESOLVE ●●●●	STAMINA ●●●●	COMPOSURE ●●●●

### SKILLS

#### MENTAL (-3 unskilled)

- Academics \_\_\_\_\_ ○○○○
- Computer \_\_\_\_\_ ○○○○
- Crafts \_\_\_\_\_ ○○○○
- Investigation \_\_\_\_\_ ○○○○
- Medicine \_\_\_\_\_ ○○○○
- Occult \_\_\_\_\_ ○○○○
- Politics \_\_\_\_\_ ○○○○
- Science \_\_\_\_\_ ○○○○

#### PHYSICAL

(-1 unskilled)

- Athletics \_\_\_\_\_ ○○○○
- Brawl \_\_\_\_\_ ○○○○
- Drive \_\_\_\_\_ ○○○○
- Firearms \_\_\_\_\_ ○○○○
- Larceny \_\_\_\_\_ ○○○○
- Stealth \_\_\_\_\_ ○○○○
- Survival \_\_\_\_\_ ○○○○
- Weaponry \_\_\_\_\_ ○○○○

#### SOCIAL

(-1 unskilled)

- Animal Ken \_\_\_\_\_ ○○○○
- Empathy \_\_\_\_\_ ○○○○
- Expression \_\_\_\_\_ ○○○○
- Intimidation \_\_\_\_\_ ○○○○
- Persuasion \_\_\_\_\_ ○○○○
- Socialize \_\_\_\_\_ ○○○○
- Streetwise \_\_\_\_\_ ○○○○
- Subterfuge \_\_\_\_\_ ○○○○

### OTHER TRAITS

#### MERITS

- \_\_\_\_\_ ○○○○
- \_\_\_\_\_ ○○○○
- \_\_\_\_\_ ○○○○
- \_\_\_\_\_ ○○○○
- \_\_\_\_\_ ○○○○
- \_\_\_\_\_ ○○○○
- \_\_\_\_\_ ○○○○
- \_\_\_\_\_ ○○○○

#### FLAWS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### TACTICS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### HEALTH

- ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

#### WILLPOWER

- ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

#### MORALITY

- 10 \_\_\_\_\_ ○
- 9 \_\_\_\_\_ ○
- 8 \_\_\_\_\_ ○
- 7 \_\_\_\_\_ ○
- 6 \_\_\_\_\_ ○
- 5 \_\_\_\_\_ ○
- 4 \_\_\_\_\_ ○
- 3 \_\_\_\_\_ ○
- 2 \_\_\_\_\_ ○
- 1 \_\_\_\_\_ ○

Size \_\_\_\_\_  
 Speed \_\_\_\_\_  
 Initiative Mod \_\_\_\_\_  
 Defense \_\_\_\_\_  
 Armor \_\_\_\_\_

#### WEAPONS

#### DICE MOD

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### EQUIPMENT

#### DICE MOD

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Experience \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 1/5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7



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SOME DIE.

MANY GO MAD.

BUT SOMEONE ELSE ALWAYS PICKS UP THE  
CANDLE AND STEPS INTO THE DARK...

# HUNTER

## THE VIGIL

COMING AUGUST 2008