

HUNTER

THE VIGIL

SECOND EDITION

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Null Mysteriis & The Lucifuge

Null Mysteriis

The Organization for the Rational Assessment of the Supernatural

Quote: *“There’s no such thing as supernatural. Want an explanation? Try science.”*

The Members of the Null Mysteriis do not believe in magic or the paranormal. They often quote Arthur C. Clarke’s third law: “Any sufficiently advanced technology is indistinguishable from magic.” Thus, there are only natural phenomena that mortals have yet to observe, study, and experiment on long enough to understand what they are, how they work, and where they fit in nature.

Despite its modern, rational leanings, the origins of Null Mysteriis sit at the intersection between the occult, religion, psychology, and science. In 1893, Jean-Pierre Brattel attended a few Theosophical Society meetings and was eventually inspired to create a group of his own. The first members included Jean-Pierre’s lover, Michel Pouget; his sister, Mireille Brattel; and his mentor, Sophie Lisowski, who was rumored to be good friends with Madame Blavatsky. Despite his kinship with fellow Theosophists, Brattel felt his approach was more scientific. A true scientist, in Jean-Pierre’s mind, would approach the supernatural as a skeptic.

Brattel established the nascent beginnings of the Null Mysteriis to study the paranormal. Eventually, Jean-Pierre’s group took on a life of its own; members swore by the Latin phrase “Nullum Mysteriis Processit” which translates loosely to “out of the unexplained comes nothing.” Alongside Theosophy, Brattel’s group gained momentum across Europe. By the time the Great War began, the Null Mysteriis grew to 1,000 members. During WWI, the organization spread to the Americas through academic and military circles.

Unfortunately, human losses eclipsed the organization’s lofty goal. Not only did the Great War claim millions of lives, many great minds died, research funds were swallowed, and the public turned its back on anything that didn’t help them cope, survive, and rebuild. Following WWII, Null Mysteriis was decimated, with only a few clusters surviving, and the Organization for the Rational Assessment of the Supernatural was largely forgotten — along with the once-popular Theosophic Society.

One Null Mysteriis group managed to survive post-WWII by privately selling their services to interested parties without any bureaucratic entanglements or police interest. Though many European governments turned them down, a few eccentric collectors and intellectuals funded their London-based operation until the 1970s. Then, following advances in quantum theory and particle physics alongside a growing interest in science fiction, the organization replenished its numbers by claiming they would prove the supernatural was not “super” after all.

Over time, Null Mysteriis expanded its base of operations from London to other metropolises including technology-rich cities like Tel Aviv, Dublin, and Osaka. Despite this, the organization’s membership remains small and focused. Null Mysteriis isn’t a corporate, government, or academic entity buffered by layers of red tape and funding; its members are hobbyists who pay membership fees to cover administrative salaries, newsletters, and some supplies. While this loose structure has attracted experts in physics, zoology, biology, chemistry, psychiatry, etc., it has also drawn a lot of marginally skilled hobbyists who practice more pseudoscience than science.

Currently, the organization is disarray. The former general secretary, Scottish astrophysicist Alexander Watt, and his rumored replacement, Watt's charismatic rival and eccentric psychologist, Vincent Fielding, have both gone missing. Until their absences can be satisfactorily explained by a member of Null Mysteriis, their positions won't be filled.

The Enemy

Members of Null Mysteriis are savvy investigators who don't *usually* care about killing monsters or cleansing tainted places. To them, the paranormal is normal, and predators are neither good nor evil: they're merely a different species, if not genus. This approach gives them an edge when tracking predators, because members spot details others might overlook. Most Null Mysteriis hunters can be difficult to work with, however, because its members are a tight-knit group who know each other by name — or at least by reputation.

While other hunters are convinced the supernatural is real and the Vigil is a call to action, Null Mysteriis hunters want to disprove its existence using math and science. Then, after years — perhaps centuries — of scientific discoveries, no one will have to sacrifice their lives upholding the Vigil any longer. Thus, creatures, humanoid monsters, relics, weather events, and places that register as anomalous will draw the group's attention. This includes psychic phenomena, ghosts, UFOs, ancient civilizations, cryptozoology, etc.

Unlike other groups, Null Mysteriis hunters are not told what to do, where to hunt, and how to handle a situation; they're expected to investigate, experiment, and report back — but that's about it. Still, newer hunters romanticize the idea that *their* findings could “cure” vampirism or lycanthropy, even though there is no cure to be found. Others are convinced the right formula, released as a gas, could stop ghosts from manifesting. This cultural shift could yield new results or spell disaster for its members, and veterans are becoming more selective with their investigations and choice of friends.

When it comes to the hunt, members of the Null Mysteriis aren't known for their physical acumen. They excel at subterfuge, stealth, and analysis, and prefer avoiding one-on-one confrontations whenever possible. As such, members of the Organization for the Rational Assessment of the Supernatural will voluntarily work with other hunters, provided they get to use their EVP recorders, Kirlian cameras, and petri dishes in the field to collect data and samples while their cellmates eliminate threats. Of course, hunters are discouraged from sharing their findings, but until Null Mysteriis gets its house in order the group cannot dictate what its members can and cannot do.

Hunters

You're a professor of earth science who doesn't buy into all that fringe crap. You've witnessed anomalous events firsthand, have seen demons speaking in tongues, and even managed to translate a word: “machine.” If you can't give a rational explanation, you return to the scene and investigate it even more thoroughly. Then, perhaps you'll publish your findings in the next newsletter.

You live to wonder, and your imagination is captured by the fringe stuff. The Lunar effect. Megalithic geometry. Orgone and ley lines. Unfortunately, not everyone shares your passions, and you barely graduated. Now, you can't land an academic position — but that doesn't stop you. You're on the verge of identifying the chemical composition of ectoplasm and, thanks to your new friends, you'll one day reveal it to the world.

You were camping at a state park with your family one night. When you came back from your beer run, you found your family slaughtered, their tents covered with acid burns. How was that possible? You sent email after email to every scientist you could find until you got a response. Their rational reply didn't sit well with you. Now, you realize the close-mindedness of a hyper-rational scientific community is hiding behind their facts. You intend to correct their ignorance at all costs, before it's too late.

Theories

Null Mysteriis prides itself on being open to new theories until they can be disproven. The theories that have stuck around the longest can be categorized into one of three groups.

The **Rationalists**, who've sided with Alexander Watt in the past, make up half of the organization. Hunters believe anything can be proven (or disproven) given enough time and data. Members have recently started to apply their expertise to forensic investigations to find Watt, and some hunters have concluded the astrophysicist may have staged his disappearance.

The second largest group is the **Cataclysmicists**, who currently follow Zane Abara, a naturalist working at the Beaty Biodiversity Museum in Vancouver. Once passed off as "loud-mouthed doomsayers," Abara boosted the Cataclysmicists reputation after discovering several, new invasive avian species that could not be explained by climate change. Other tenured scientists have shared similar findings, and they've concluded a cataclysmic event is nigh.

The smallest, and often socially ostracized, group is called the **Open Minds**. These hunters, who followed Vincent Fielding, argue that each case must have a plausible explanation and their methods aren't as important as the conclusion. Other members might shy away from the Open Minds because they believe their push for results is unscientific and don't always trust their findings. Currently, the Open Minds have theorized that Fielding has evolved to become a higher being, and this is the reason no one can find him.

Status

Status within Null Mysteriis is gained by finding and sharing scientific revelations with other members.

- You are an academic who's welcome to attend any Null Mysteriis meeting you wish. You gain a free Paranormal Skill Specialty in either Academics, Occult, or Science.
- You maintain regular contact with several Null Mysteriis members hailing from different scientific backgrounds and know many of them personally. Gain a free dot in Contacts, representing a Null Mysteriis hunter who specializes in a different field of science than you do, and a dot in Allies (Null Mysteriis).
- You've been in the field a long time, and you're considered a veteran member of the organization. You may raise Academics, Occult, or Science to five dots to reflect your expertise.



The Lucifuge

Children of the Seventh Generation

Quote: *“Our souls may be damned, but we still have free will.”*

For millennia, humankind has sought undeniable proof of evil. The Great Adversary is referred to by many names in religious and cultural traditions in both the east and west including Little Horn, Lucifer, Set, Shaitan, Yen-Lo Wang, Baal, etc. Some people believe the embodiment of evil is not one entity, but myriad lesser creatures, while others are convinced there is one Deceiver at work. In the western world, some believers have identified this Accuser as a single figure: Satan. To the agents of the Lucifuge, however, they know the Devil by another name: patriarch.

Once or twice a century, Lucifer and his companions seduce mortals for pleasure, producing sons and daughters prone to evil, greatness, and guilt. These children then grow up and have children of their own, spawning an infernal lineage of people who move around, intermarry, adopt, and create their own families. Over time, the mark of the Devil is naught but memory, and falls dormant. Every seven generations, however, the mark flares back to life. Suddenly, a woman dreams of a fiery throne and an imp begs her to sit upon it. A man hears cryptic whispers in the shadows, begging him to reveal the names of his enemies. All, however, feel the infernal power burning in their minds and hearts, whether they want it to or not.

Some of the Devil’s children succumb to their dark heritage and deceive, betray, and harm unwitting victims. Other Children of the Seventh Generation recognize the darkness lingering in their veins and fight against the urge to hurt. The progeny who reject their heritage find the Lucifuge in Milan — or she discovers them.

The Lucifuge is a mysterious noblewoman whose actions can be traced back to 853 CE. Using the resources at her disposal, the Lady employed a group of genealogists and occultists to track down the awakening bloodlines of Lucifer found in Europe. After watching the families for many years, after a child was born and its heritage became clear, the Lady’s messengers would approach them with an offer: renounce Satan and his wiles, and fight hell’s forces instead. Those who refused were either killed or kidnapped and forced to comply.

Now, over 1,000 years later, the Lady of Milan and her team of occultists, genealogists, and messengers remain ever vigilant. Headquartered in Milan, the Lady only answers to one name — the Lucifuge — and her statuesque appearance has not changed since the ninth century. Unlike other hunter organizations, the Lucifuge is the only authority, and only she can issue commands to the Children of the Seventh Generation — whether they want her to or not.

The Enemy

When facing a creature of darkness, most agents of the Lucifuge will investigate the monster, its purpose, and its nature. By taking a careful approach, agents can accurately assess whether their target is connected to the Devil, either as an enemy or ally, and deal with it accordingly to stave off destruction. Agents take special interest whenever a monster claims demonic heritage and alert their allies when such a creature reveals themselves as infernal. Some vampires believe they’re descended from Baal. Certain werewolves are devoted to the spirits of vice, and some warlocks traffic souls with demons.

The Children of the Seventh Generation possess a great deal of lore referring to angels and demons, and this knowledge is not limited to Christian, Jewish, and Muslim religions. Recently, agents have expanded their studies to include cryptids, and have become convinced they do not commonly exist in nature, but are mutated animals tainted by a supernatural or alien power. This has led some agents to question their heritage and beliefs, while others have renewed their commitment to the hunt and avoid thinking too deeply about the nature of good and evil.

Agents of the Lucifuge regard demons as beings to hate and angels as entities to fear. Unfortunately, some agents are stuck with small, demonic companions, attract the occasional devil, or possess the ability to summon, command, or banish them. Most of the time, agents only address demons as a last resort — especially since most angels aren't as forgiving as the Lucifuge and have been known to destroy the Children of the Seventh Generation before an exchange of words. Agents are also wary of working with demons, because the forces of evil often treat the Children of the Seventh Generation as royal celebrities and follow them around hoping they'll issue a command to do harm.

Despite the leniency agents show other creatures of darkness, when crossing paths with other descendants of Lucifer they go for blood. Satan's children who revel in their infernal powers have either slipped through the Lucifuge's fingers or can no longer be redeemed. Though many tools exist, records aren't infallible, and many Children of the Seventh Generation remain undiscovered for years before their dark deeds are noticed.

Hunters

You didn't join the Lucifuge, you were born into it. You have always been aware of your lineage as a Child of the Seventh Generation and hold the names of your ancestors close to your heart. You are descended from former agents of the Lucifuge and know there are many others who share your burden. Satan spread his seed far and wide, and your "relatives" are diverse indeed. Despite your differences, you are committed to fighting evil. Some might say it's your birthright.

You've had invisible friends since you were a child. Strange little imps whose whispers landed you into more and more trouble. They asked you to do worse and worse things. One day, you were kidnapped by agents of the Lucifuge, dragged to Milan, and thrown into a cell where they brainwashed you to repent your evil ways. Now you force your imps to "be good" and they hate you for it. Sometimes, you fear you hate yourself.

You've never believed in the Christian God or Devil. Then, you were approached by a shadow in the dark who begged you to command them — but you resisted. You'll never forget what happened next: the Lucifuge found you and revealed the identity of your ancestor. Her story went against everything you were taught, but it was the only answer you had. Now, you fear the idea of Satan is a distraction and a colonization of an older idea of which your people spoke. Your truth can only be found by battling the darkness.

Factions

The Lucifuge's team in Milan acts as the head of a large "family," and monitors genealogies and global news using modern technology. Individual agents are given free rein to work with other hunters and are unaware who their fellow agents are — save for 13 other Children of the Seventh Generation who are geographically close to their location. Despite this, some philosophies have emerged among agents.

The Denial believes anyone connected to the Devil, who's the source of all evil, must renounce him and their infernal nature. Those who relish and embrace the Devil, however, cannot be saved and must be destroyed. If a monster displays signs of guilt or remorse, agents will either leave them alone or help them find the path to redemption in rare cases.

The Reconciliation believes the steps they take to destroy evil in the world create an opportunity for Lucifer's redemption. According to them, if Lucifer is redeemed, then Hell will cease to exist, and humanity's suffering ends forever. The followers of this ideal believe this is the Lucifuge's destiny, and they are tasked with reversing the Fall.

The Truth represents the smallest number of agents, and those who hold this philosophy don't express their beliefs openly. Members of The Truth are skeptics who are suspicious of the Lucifuge, her motivations, and the secrets she keeps from them. They want to know who she is, why she's so old, and what her real connection to Satan is. Though they'll continue to fight the forces of evil, The Truth is worried they're mere pawns in a greater game.

Status

The Lucifuge operates at the head of the organization and is the only one who can grant status. Typically, status is earned when an agent successfully fights a monster, recruits a target, or fosters trust with other Children of the Seventh Generation.

- You have just joined the Lucifuge and now have access to answers. Choose a free Skill Specialty that reflects a supernatural creature, such as angels, demons, or witches, about which you wish to know more.
- You have developed a reputation among your kind for being trustworthy. You've visited Milan and may consult the library upon request. You've been granted access to two extra dots of Resources, which can only be used to uphold the Vigil.
- You've met with the Lucifuge and she has personally tasked you with secret missions. You suspect her agenda and may have guessed her identity — of course, you'd never tell. Gain the Lucifuge as a four-dot Mentor.

Castigation

The Lucifuge sit as living contradictions. They pledge their lives to fighting off the darkness, but they use that very same darkness in their veins to do so. Using these dark powers is a struggle for even the oldest Lucifuge. They justify it to themselves; they tell themselves that if they don't use their darkness for the good of all, then no one will. But in the end, they are addicted to the rush of the power, and simultaneously terrified of what that means. No one wants to wake up in the morning and realize she is the very monster she hunts, though the Lucifuge wonder this upon waking every day.

For centuries, members of the Lucifuge have performed the rites of Castigation by sacrificing fresh, human blood. The source of this blood, whether it flowed through their own veins or through another's, did not matter until recently. Whether by design or circumstance, Lucifuge hunters must now hurt themselves and use their own blood in their infernal rites. This has impacted the conspiracy in subtle and significant ways, and many hunters wonder what this means. Did the Morningstar find the means to punish the Seventh Generation? Is the Lucifuge herself involved? Or, is there another mechanism at work, tampering with the infernal to experiment on this unique lineage of infernalists turned hunters? Many members of the Lucifuge are troubled by their experiences and are secretly investigating the nature of demons and the infernal when they're not on a hunt. While the Lucifuge members can and do hunt in mixed company, the side effects of their Castigation rites may make other hunters skittish or openly hostile.

Unlike other hunters, a Lucifuge can't just leave their conspiracy and decide to eschew their Endowments. Sure, they could try to stop using Castigation, but the singing in their blood brings them right back around to it. They cannot rid themselves of it any more than they could teach another to utilize it. If a Lucifuge attempts to leave the conspiracy, she becomes hunted, painted as a creature who finally embraced her demonic roots. Though this might be farthest from the truth, the Lucifuge feel they need to keep a tight rein on their members and the infernal power they control, for the sake of all humanity.

Using Castigation Rites

Castigation is both a blessing and a curse. On one hand, the Lucifuge has access to a terrifying and effective set of powers. On the other hand, the use of those powers marks her as demonic in the eyes of others, and leaves a mark on her soul. It's a balance that all Lucifuge must maintain, otherwise get hunted by their peers. That mark on her soul is one she cannot will away, and one that haunts her even as it tempts her. Using Castigation in a scene in which a character also suffers a breaking point counts as a -3 modifier to the roll. Additionally, the player must immediately roll Resolve + Composure after using Castigation for the character to resist the temptation to do it again. This roll suffers a -1 cumulative penalty for each time she has used a Castigation in the same day. If she fails, she gains the Addicted Condition for using Castigation. She can shake the addiction by resisting the urge to use Castigation for a full day.

Despite all this, the Lucifuge have an ally in the Lady of Milan. She helps them hone their ability, learn to control their urges, and gives them a path to walk that keeps them from trouble. The Lady calls the Children of the Seventh Generation to stand before her and make a terrible choice: to join her and fight the darkness in all its forms, or to die. When they join the Lucifuge,

she gives them a gift: a virtuous path that may, one day, save them from their unholy heritage. Hunters who are active members of the Lucifuge gain the Will of the Lucifuge Condition.

Demons or Demons

The Lucifuge are the mortal descendants of Lucifer, a literal demon and ruler of Hell. For the purposes of **Hunter**, the demons Lucifuge hunt are monsters with the Infernal Dread Power. There are other creatures called demons in the world, but unless they are infernal demons, the Lucifuge have no power to command or call them.

[THE FOLLOWING IS A CONDITION, FORMAT APPROPRIATELY]

Will of the Lucifuge (Persistent)

In exchange for a hunter's vow to uphold the Vigil and to do the Lucifuge's bidding, hunters may treat the Will of the Lucifuge as a second Virtue. When the hunter acts in accordance with the Lady of Milan's decrees in a way that poses difficult or risk to their personal safety, they regain all their spent Willpower points.

Resolution: When the hunter's membership in the Lucifuge ends.

Beat: If the character resists the Lucifuge's Will, gain a Beat.

[END CONDITION]

Calling Forth the Pit

The Lucifuge hold a tenuous connection to their dark ancestor, and as such a connection to all he is and does. When Lucifer was cast down to Hell, he used his power and will to create a home for himself and his demonic followers. He put his own flesh and blood into making the unholy city, and as such is an intrinsic part of it. This means the Lucifuge, too, have a connection to Hell and even the very demons who reside there. A Lucifuge may command the pit to either bring forth a demon or cast one back into it. This summoning is, in effect, both within and outside the mortal realm. Summoned demons may be treated with and bound to oaths but the Lucifuge does not have control by default when it arrives — care should be taken, lest the demon break free and wreak havoc.

Cost: 1 point of lethal damage

Dice Pool: Manipulation + Occult – Resistance

Action: Extended. Each roll represents 30 minutes of ritual casting and the ritualist must achieve 10 successes to summon or banish a demon.

Roll Results

Success: The ritual acquires successes. If enough successes are gathered to finish the ritual, the demon is summoned (or banished). If summoned, a demon acts of its own free will unless the Lucifuge immediately uses the Mandate of Hell Endowment. In general, the demon will recognize the Lucifuge as one of its own and not attack her, but that protection does not extend to her friends. If banished, the demon immediately leaves the mortal world.

Exceptional Success: The ritualist makes great strides in summoning the demon. Choose one of the following: Reduce the number of successes required by the character's Occult dots, reduce

the time between rolls by 10 minutes, or gain the 8-again rule for future interactions with the demon once it's summoned.

Failure: The ritualist falters, and the demon struggles against the ritual's pull. The ritualist can continue but must take the Spooked Condition.

Dramatic Failure: The hunter loses control over the ritual and the demon lashes out (even from afar if a summoning). The ritualist gains the Shaken Condition. The demon is immune to similar ritual attempts for the next 24 hours.

Forged in Fire

Hell is well-known for its fiery pits and brimstone décor. The very concept of infernal recalls the idea of burning flesh and intense heat. It's little wonder then that the Lucifuge are also drawn to fire in all its forms. Those who have the blood of Hell's creator running through their veins have a bit more resilience toward it than the average person.

Cost: 1 Willpower

Dice Pool: None

Action: Reflexive

Duration: One scene

A Lucifuge may activate this Endowment to become immune to damage caused by fire for the rest of the scene. While her clothes and armor may burn up in flames, her skin remains undamaged by fire's effects. And while smoke won't burn her lungs if she inhales it, she is not immune to the after effects of filling her lungs with ash, or the lack of oxygen that comes along with it. If she is in an area where she suffers from the Extreme Heat or Inferno Environmental Tilts, she suffers no damage from the fire itself. She halves any damage or penalties that come from smoke or inhalation.

Backlash: The Lucifuge's skin isn't fire-resistant exactly, instead her infernal blood acts to shield her from the fire's effect. This means that any time she is exposed to fire or the Extreme Heat Tilt, her skin lets off a soft red glow, which imposes a -2 penalty to Social rolls with most people.

Gaze of the Penitent

If there's one thing the Lucifuge know better than anything, it's a desire to repent. To scour the soul of its stains and sins and be reborn anew. Hell, to them, is a place not only of eternal torment, but one where those fires cleanse souls, a place of penitence and understanding of guilt.

The Lucifuge can draw upon Hell's burning wrath to inflict the pain of guilt and the desire for repentance on someone else.

Cost: 1 Willpower

Dice Pool: Wits + Empathy vs. Resolve

Action: Instant

Roll Results

Success: The hunter's victim feels a burning desire to repent all his sins and seek forgiveness. The victim suffers from the Guilty Condition. Additionally, for the rest of the scene, the Lucifuge gains +2 on Social rolls against her victim.

Exceptional Success: The victim suffers the Broken Condition instead of Guilty.

Failure: The Lucifuge brings forth the wrath of Hell, but his victim fails to care.

Dramatic Failure: The Lucifuge brings forth the burning pain of Hell but inflicts it upon himself. He gains the Guilty Condition.

Hellfire

In western occultism, the infernal realm called "Hell" is marked by fire and brimstone that burns ever more. Lucifer Morningstar, the fallen "Light Bringer," wields hellfire to smite his enemies and punish the wicked — and his Children of the Seventh Generation may do the same.

Lucifuge members bear a hidden flicker, a tiny flame of white-hot hellfire they may call forth at will. Hellfire is no ordinary incendiary device, however, its flames ache to spread and burn. Its fires reek of rotten eggs, alerting all who near them the infernal is nearby. Hunters who are careless (or arrogant) with hellfire often watch in terror as the flames spread, claiming innocent lives.

Cost: 1 point of lethal damage

Dice Pool: None

Action: Instant

The hunter summons hellfire, which quickly sets everything else on fire. If the Lucifuge attempts to use this as an attack, it counts as a +2 lethal weapon modifier to an athletics attack as he hurls the flame at his target. If the victim is wearing armor, it works as normal against the fire attack, but does catch on fire. Otherwise, the hellfire catches the surrounding area on fire. The next turn, the area (size of a small room or the confines of whatever room the Lucifuge is in) gains the Inferno Environmental Tilt. The Lucifuge cannot control this fire once its spread and suffers any ill effects of the fire just like anyone else caught in the blast unless he has the Forged in Fire Endowment.

Mandate of Hell

By their very nature, the Lucifuge carries Lucifer's blood within her veins. No matter how diluted that blood, every demon recognizes her position as akin to royalty. The Lucifuge can leverage this blood tie to bend demons to her will. With time, she can learn how to subjugate these demons, giving a command with a simple look or single meaningful word used to convey her desires. Of course, mastering such a trick is one that most Lucifuge have no interest in doing, as it only cements their place in hell.

If the hunter knows the name of the demon she is commanding, she gains a +2 bonus to her dice pool.

Prerequisite: Calling Forth the Pit

Cost: None or 1 Willpower (see below)

Dice Pool: Presence + Intimidation vs. Resistance

Action: Instant

Roll Results

Success: Without spending Willpower, the hunter can issue a single, short command, no more than a few words. This command has to be direct and actionable such as “attack him” or “bow to me” — it cannot be something vague such as “listen to me” or “do what I say.” If the hunter spends a Willpower at activation, she can give a more complex command with no more than two steps in it: “Go to the church and bring me back the priest” or “attack him, but do not kill him.” The demon acts immediately to enact the command given, though it chooses its route or how to go about the action. If the hunter wants to give it more actions to take, she must use this Endowment again.

Exceptional Success: The hunter may give an additional command to the demon or add an additional step to a complex command.

Failure: The demon ignores her commands.

Dramatic Failure: The demon listens to the order and carries out the exact *opposite* action, wreaking chaos and havoc.

Sense Weakness

Everyone has a weakness, for most people it's their connection to their loved ones, or a vice they can't help to indulge. Monsters also have weaknesses, though never as mundane as vice or love. Lucifer, The Great Deceiver, uses it to infiltrate, undermine, and tempt. His descendants have a knack for sensing weakness in their prey and utilizing it to great effect.

Cost: 1 Willpower

Dice Pool: Wits + Empathy vs. Finesse

Action: Instant

Roll Results

Success: With a quick study of its name or just a description, the Lucifuge learns his foe's greatest weakness. He can learn one of the following about his enemy: one of its banes, any Dread Powers that give it a weakness, or the name of an infernal demon.

Exceptional Success: The Lucifuge also gains the Informed Condition about his subject.

Failure: The hunter cannot glean any information about her target.

Dramatic Failure: The hunter looks too far and sees a darkness within. She gains the Spooked Condition.

Tongue of Babel

Shortly after the flood, humanity was united under a single language in the ancient city of Babel. But they reached too far and sought too much and, when God noticed, he dispersed humanity across the globe and ensured they all spoke different languages. Rumor abounds that this was a design by Lucifer to grant humanity access to heaven. His attempt failed, though remnants of his language persist today in everything humans do.

While the language is lost, the Lucifuge can hear it singing still in their blood. Those who have studied it know it forms the foundation for all other languages in humanity, and through their connection can parse understanding from any spoken language.

Cost: None

Dice Pool: None

Action: Instant

Duration: One scene

The hunter may activate this Endowment to understand any spoken language for the rest of the scene. He can speak and understand literally any language on Earth. He does not necessarily know those languages, but instead knows the universal language well enough that when he speaks it, his blood works to allow anyone who hears it to interpret it as their own language. As well, when he hears someone speak, he translates it automatically into a language he understands. This doesn't always translate to the written word, as the ancient humans in Babel didn't write their language down. Nor does it allow him to understand languages supernatural in nature, such as those spoken by demons or monsters, or incantations used by witches.

Whenever using Tongue of Babel, the Lucifuge can pick up on all aspects of language use, including social cues and body language. When she attempts a Social Maneuver against a person while Tongue of Babel is active, she moves up one position on the Impression chart (p. XX).