

HUNTER

THE VIGIL

SECOND EDITION

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The Union & Task Force: VALKYRIE

The Union

Regular Schmoes

Quote: *“Not here. Not today. You’re on our turf now.”*

At the dawn of the 20th century, the Labor Movement thrust socioeconomic inequality into the spotlight. Unions organized in response to the growing divide between greedy capitalists who preyed on everyday workers struggling to put food on the table, not fully realizing their members were battling more than one type of monster. In Pennsylvania, people scoffed when coal miners told them they heard someone scraping the ceilings above them and ignored their warnings even after the mine collapsed. In Chicago, no one batted an eye when a strange “disease” swept through a shoe factory manned by children. In New York, shirtwaist makers shouted, telling their bosses something was preying on them from the rafters, but no one listened — not even after the factory burned down. Every industrialized country around the globe, from England to Australia, is filled with stories of common laborers fighting for their lives, both figuratively and literally.

Though skilled laborers continued to protest and organize throughout the 20th century, some workers noticed that, despite their conditions slowly growing better, people were still dying. As stories spread, the common worker began to understand they weren’t as powerless as they believed. Alone, each worker was weak and vulnerable. Together? They were unstoppable. Over time, casual conversations led to local investigations and coordinated hunts. As workers developed a common lexicon to name monsters and identify where they slept, hunters organized “work parties” to deal with the problem, clean up the aftermath, and then disband.

For decades, most “work parties” were small, localized, and short-lived. Unlike other hunting organizations, members dealt with monsters only when they had to. Sometimes, groups would disband because a certain warehouse would burn down or a company would suddenly go out of business. Other times, laborers would move around to find work or to forget what they’d seen. Most workers were happy to forget what they’d done and preferred the pretense of a normal life for them and their families.

Officially, The Union didn’t form as a hunter organization until Holly Ramirez, an active “work party” member, started connecting cells together in 1999. Having survived her own encounters, she began to reach out using the internet and noticed how similar other stories were to hers. Of course, hunters used colorful metaphors to disguise their fear and what they knew, but Holly knew what was really being said and was confident they could help each other. In March 2000, Holly set up a public bulletin board online to help coordinate and connect other members around the globe. Less than four months later, the board was gone and several of its more visible members were reported missing or dead.

Devastated but not defeated, Holly and her trusted associates learned their lesson and adopted anonymous profiles on a private forum they moderate. Each time they upgraded the forum, they changed addresses, passwords, even web hosts to secure their communication. Now, members use a private-message service that’s invite only. Still, that doesn’t stop the occasional spy from stumbling onto their turf, but Holly developed a rigorous method to test and deal with what she referred to as “the enemy.” Occasionally, she’d release false intel using herself as bait; other members believe that’s what got her killed back in 2005.

Now, The Union has taken on a life of its own. New and secure forms of communication allow members to talk face to face, and several micro-communities have branched off the main network. Holly Ramirez' community is stronger than ever. New community managers, like Bob Saltzman and Jefferson Willis, have emerged to help coordinate the hunt and, if necessary, funerals and fundraising for hospital bills.

The Union's "work parties" are typically composed of skilled laborers and everyday people who don't work a nine-to-five job. Often, hunters step up because there's a need for a warm body, an improvised trap, an electric fence — or bait. Sewer workers and cable-service people know unseen, less-trafficked routes, beat cops know the crime hot spots and have access to weapons, and ambulance drivers and emergency responders have access to medicine. Though most of its members are blue-collar workers, The Union is inclusive and pragmatic because to them? There are enough problems in the world without monsters. The Regular Schmoes will take all the help it can get — and that includes migrant workers, homeless, and sex workers, too.

The Enemy

The thing about The Union is that they don't care what makes a monster tick, what its powers are, or what kind it is. Vampire, werewolf, ghost, demon, or the occasional slasher — they're all just targets. Members aren't obsessed with the hunt; they focus on getting through the day, living their lives, and raising their families. As such, they don't become obsessed with myths or legends or conspiracy theories. If they catch wind of a monster who might be in the area, they don't make a move until a sighting has been confirmed.

Unfortunately, their lack of organization is also a weakness. While they can respond quickly, they don't have the resources or knowledge other groups do. Members chip in where they can, but they're not rolling in dough. Unfortunately, other compacts know it, too. Often, when Regular Schmoes partner with other cells they provide manual labor or muscle — and that sets their teeth on edge. The Union knows there's a storm coming. When and if they get their numbers up, maybe then they'll finally organize. Until then, if you're a hunter who can aim and fire, The Union will gladly take you.

Hunters

You fight fires and saw the flickering shape of a child-sized shadow right before the mayor's house burned down. You were told not to say anything, but you can't get that image out of your mind. Every time you ride your truck, you pay close attention to the scenery, and you've managed to put your buddies on high alert, too. Now, your chief calls you a "human smoke detector," because you've stopped a few fires well before they've had a changed to spread — by killing the thing that caused them.

You're a streets-and-sanitation worker who made a gruesome discovery: piles of skeletal bodies deep in the sewers, their bones gnawed on and the marrow sucked out. You've stumbled across larders filled with harvested organs, and underpasses where dark rituals were being performed. You know what happens beneath the city's notice and you're obsessed with ensuring that others do, too.

You're a traffic cop who monitors the street cameras all over town. Every so often, you catch a blurry glimpse of a creature that gives you nightmares. You take images when you can and share them with local hunters. The only thing keeping you upright is knowing that every time you find

one of those monsters, you are saving somebody's life. Watching them through your cameras is the only way you can stay one step ahead of them.

Factions

Alliances in The Union tend to form out of shared interests as opposed to bigger, philosophical ideas. There are three such groups.

Most people within The Union advocate for a simple, defensive approach: **Home First**. Hunters look after their own friends, lovers, families in their neighborhoods, factories, and schools, and they never bring the fight *to* the monsters.

Hunters who claim membership in **The General Strike** take a more aggressive stance. They believe it is their duty to fight monsters, because they are the worst kind of oppressors. There aren't many members left, however, and most are either missing or dead. A few have even "come back" to prey on their cellmates, right before they were lit on fire.

Politicals, on the other hand, hunt and organize to ensure their people are free to live the life they choose, in the way they want to live it, despite their fear of the supernatural. Though their members used to be extremists living on the fringes of society, their numbers have grown in response to a general anxiety about the future. Most Politicals range from protestors fighting for gun rights to doomsday preppers. These hunters join other demonstrators and protestors, moving from city to city, hunting enemies under cover.

Status

When the shadows grow longer, and people are reported missing — The Union swings into action. Something, somewhere, needs to die and they gain status when it does.

- You've been invited to join The Union, and your expertise has helped you on the hunt. You may use the 8-again quality when performing Teamwork or Tactics relevant to your trade.
- You've managed to develop several friendships with other Union members, and they're ready to pitch in when needed. Gain two dots in Allies (The Union) representing individuals who specialize in killing two, separate types of monsters.
- You've saved lives, raised funds to help survivors rebuild their homes, and bailed somebody out of a tight spot from time to time. Your efforts have paid off, and your reward is two dots of Resources you can use to help yourself or your cellmates.



Task Force: VALKYRIE

Agents in Black

Quote: *“We’ll save your life, but you’ll never know our names.”*

America is the land of the free, home of the brave, and a conspiracy theorist’s playground. Fact: in December 1927, the U.S. Army raided several coastal towns in Massachusetts for reasons unknown. Fact: in 1947, an unidentified object crashed near a USAF base in Roswell, New Mexico. Fact: in the 1960s and 70s, the Zodiac Killer stalked northern California. Though no one caught him, the killings stopped.

If Roswell was just about a weather balloon crash, why the smoke and mirrors? What happened to the Zodiac Killer? Ultimately, conspiracy theorists want to prove a secret government organization is behind every mystery. Enter Task Force: VALKYRIE. Sure they know who killed Kennedy, but they also know the truth about demons, vampires, and werewolves, too.

Though Task Force: VALKYRIE was a rumor for years, modern records date back to World War II. After learning the Nazis had recruited the supernatural to fight alongside them, TFV allied with US and British forces to invade Europe from June 1944 to April 1945. Together, they eliminated threats with naught but their fists and guns. In fact, they were so good at taking down ENEs, the government kept assigning them to fight ENEs right up until Roswell.

After Task Force: VALKYRIE successfully employed a disinformation campaign following the Roswell incident, the agency covered their tracks and disappeared. Their new mission? Secretly protect the U.S. from extra-normal forces. For decades, only a handful of government officials — excluding the president — knew TFV existed. All that changed, however, after the identities of several TFV agents were leaked online in 2013.

Since then, TFV has refocused its efforts to ensure its operatives’ safety remains a priority and spends considerable resources to spread misinformation. The average conspiracy theorist will point to tales of “Agents in Black,” special-forces units forcing entire towns to disappear, alien cover ups, strange black ops, and aliens in Congress as proof of TFV’s existence. It’s no accident that Task Force: VALKYRIE seems to be behind every modern conspiracy — that’s just what they want people to believe.

Despite lost funding, scandals, and political upheaval, TFV is a little-known government agency that suffers from the same bureaucracies and nepotism rampant in Washington, D.C. With the agency on high alert, intelligence gatherers are generating miles of red tape to ensure they’re giving field operatives the right information. Unfortunately, every TFV agent knows intel doesn’t matter if they’re staring down an ENE. Sometimes, they need an address right now. The delays in information are compounded by a tiny budget.

Now, Task Force: VALKYRIE operatives have stopped griping and wonder if a mole — or several — has infiltrated their ranks. If they’ve been charged to protect the U.S., why are there so many restrictions when it comes to killing highly dangerous ENEs? If they’re a task force, why have they been discouraged from working with foreign organizations? Why is there an underground prison filled with captured ENEs? Why is it that, when an agent asks too many questions, the operative is reassigned or disappears?

Task Force: VALKYRIE has always been a shadow organization, but their new specialty is to create illusions. Unfortunately, their operatives can't always tell the difference between fact and fiction — even when a civilian's life is on the line.

The Enemy

Despite its problems, Task Force: VALKYRIE is a well-oiled machine that uses strict procedures to deal with ENs. Every operative is trained to report, observe, assess, report again, then neutralize or call for backup.

Most agents can't apply internal procedures in the field but will file reports making it seem like they've followed orders. Somebody at HQ is clamping down on agents who don't have the authority to take command, however, and cells that don't follow orders tend to disappear. While there is a strict cell structure in place, operatives know layers of red tape prevent them from acquiring immediate resources to hunt that rampaging beast tearing down 6th Avenue. Often, agents refer to the rules as “guidelines,” and actively reach out to other hunters and cells with whom they cross paths.

Most TFV operatives do what they can to survive in the field. However, any agent who gets comfortable bending the rules might find themselves dragged to an offshore prison complex or worse. In general, TFV agents hunt because they love their country, know their skills are needed, and are uniquely poised to use the advanced weaponry at their disposal. Unfortunately, the push to keep their identities, activities, and locations secret often leaves agents feeling more isolated and at risk of being exposed.

Hunters

You were once an FBI agent. You started digging into the archives and suspected aliens were real. Curious, you dug deeper and found another conspiracy. All that alien info you read? Not only was it fake, the “evidence” was covering up a stranger truth: Demons are real. You started keeping your own files and added data when you found it. Then, one day, your files disappeared. That same day you got a call and were transferred. Now, you wish you never learned the truth.

You were a children's librarian who specialized in folk and faerie tales. The kids used to tell you their own stories of the weird things they'd seen and you were inspired to write about them. One day a strange, intense, suit-wearing man approached you at the library; he wanted to talk to you about your new book on cryptozoology. The problem was you hadn't told anyone about it. The next day you had a new job at TFV.

You're a former member of a special-forces unit. One night an op went bad, real bad. Your target, a weapons dealer, shrugged off your bullets then turned into a hairy beast with teeth. Your team freaked, but you kept your cool. You fought all night but managed to kill it and made it to the rendezvous point on time. Your extraction team was filled with unfamiliar faces, and when your helicopter rose into the sky you knew you'd never see your squad again.

Departments

Task Force: VALKYRIE is a conglomeration of special units and departments that, for the most part, operate independently of one another. Most units have their own leadership, funding, and miles of paperwork that are routinely audited by HQ. Once an agent is recruited to TFV, they may list their unit preferences for assignment.

Many field agents work with **Project TWILIGHT**. This department oversees missions targeting human-seeming ENEs classified as P (Para-human) and S (Social). These ENEs tend to operate in groups and infiltrate covens, tribes, cabals, conspiracies, and other hidden societies. Field agents are often told to avoid wasting resources to take down one SP/ENE and are directed to track their movements and gather intel instead. Agents assigned to Project TWILIGHT are not afraid to go deep under cover in enemy territory to find the truth, even if that means infiltrating a friendly cell of civilian hunters.

Agents assigned to **Operation FORT** specialize in ED (extra-dimensional) and ET (extra-terrestrial) ENEs and phenomena that includes aliens, fairies, ghosts, demons, and so-called gods who hail from another plane of existence. While some technology exists to track ED and ET ENEs, FORT agents don't have the funds or the scientific resources to back up their findings. Often, they rely on info gleaned from folklore, mythology, and urban legends to identify their targets as well as unsolved cases and missing persons reports. Despite their reputation for being cranky, most FORT agents are up to date on gossip and conspiracy theories and will share rumors in exchange for better resources.

Operation ADAMSKI agents fabricate and spread disinformation to cloak TFV missions and prevent the truth from leaking to civilians. This department was named after a notorious hoaxer who convinced many people he communicated regularly with advanced beings from Venus. ADAMSKI agents intentionally leak falsified documents, faked photographs, doctored videos of alien autopsies, etc. to self-righteous conspiracy theorists and "truthers" hungry for proof that the government is keeping secrets from them.

Status

Status in Task Force: VALKYRIE is nebulous, and agents are promoted for a variety of reasons ranging from nepotism to merit-based rewards.

- You're a new recruit and have a small chip implanted in your shoulder or thigh, enabling you to access and operate TFV's high-tech resources. Gain a free Skill Specialty in Weaponry reflecting your armament of choice.
- You've survived several missions, and someone back at HQ was paying attention. You've earned two dots in Allies (TFV Backup) you can call on for help. Better use the backup when you really need it, though.
- You have your pick of missions and, when you go out in the field, you're provided the best equipment and vehicles TFV has on hand. You keep trusted secrets, know who really killed Kennedy, and have the ear of several government officials. Assign a different government agency to three dots in Contacts representing these relationships.

Advanced Armory

Task Force: VALKYRIE isn't in the business of supernatural wares. They don't send prayers to gods who won't listen, they don't drink poison hoping it isn't worse than the monster's bite, and they certainly don't treat with monsters to gain their powers. Instead, they rely on the cold, hard truths of guns and ammunition. Now, those guns might be barking something as dangerous as hellfire, but at least agents know it is technology that fuels their fight, not magic. Or at least they hope so.

While no one would slight the courage of TFV operatives (at least, not within earshot), no one can deny the surge of monsters is dangerous, unpredictable, and often extremely hard to capture. Thankfully for TFV, if there's one thing the American military-industrial complex is good at, it's *overkill* — but unlike rites or special abilities, ammunition is not a renewable resource. An agent must keep their weapon in proper working order and replace ammunition when spent.

Task Force: VALKYRIE recognizes that it operates on a fine line. Since they don't use supernatural methods to fight monsters, their operatives are at greater risk than other hunters. They take security and the safety of their agents extremely seriously. Each agent gets a small RFID chip implanted in their body shortly after recruitment. This RFID chip serves two purposes. The first is that it gives the agent access to the armory and every item inside contains a reader that recognizes TFV RFID signals. Each weapon is built with hard locks that will not disengage unless it can detect a chip's frequency. The second is to store information about the agent in case they are lost in the line of duty.

Accessing the Armory

All TFV Endowments are readily available to any agent with an RFID chip, but they are also consumable; even if the advanced weapon is still in working condition its ammo gets depleted. This is represented by the item's Loadout, which is how often an agent needs to bring the advanced armory weapon back to base for ammunition, cleaning, or changing out.

Loadout is automatically refreshed when operatives resupply by checking in with their local field office. At that time, a TFV operative may swap out their existing Endowments for something new, provided their RFID implant is working correctly and the weapon is available. Though TFV is capable, it is also a small agency and some of its armaments are unique.

If a hunter leaves TFV, they deactivate her RFID chip and deny her access to the armory. She still knows where they keep their armories, but only a heist will give her access to equipment. She effectively loses access to the Endowment and any Experiences she spent are refunded to her.

TFV encourages agents to change out Endowments as often as necessary depending on what they are hunting. This flexibility in the agent's repertoire is represented by the Endowment's cost. Advanced Armory is rated one to five; each dot she purchases represents access to a new piece of equipment from the armory. Essentially, it represents what she's allowed to check out at one time. Instead of purchasing each Endowment separately, the hunter simply picks a number of Endowments at the beginning of each session based on her Advanced Armory rating, and that is what she has. If she wishes to change out an item through the course of the game, it may require a scene to make the exchange, but she can easily do so.

Equalizer Grenade

Monsters come in all shapes and sizes, though plenty of them wear human faces, hiding their true form from humanity in the slim chance no one will notice them. They lose all precepts when in a fight though, turning into the monstrosities that they are, and making it harder for a team to take them down. The equalizer grenade stops that kind of activity right in its tracks.

Using a flashing light that tricks the brain, it somehow disrupts the shape-change process before it can start. As long as the grenade is flashing, the monster is incapable of changing its form, for good or ill. Agents aren't sure why it works, but some squint in a lab somewhere figured it out, probably with several failed field tests no one talks about. Either way, the agency has them in abundance and agents can get as many as 6 grenades per Loadout.

Loadout: Two sessions

Dice Pool: None

Action: Instant

Duration: One scene

The agent simply has to pull the pin and throw the grenade. It doesn't do any damage, but emits a flash of light. If a monster attempts to use a shapeshifting Dread Power, such as Animal Shift, it provokes a Clash of Wills, with the hunter rolling the highest of his Resistance Attributes + Advanced Armory instead of Occult. If the hunter wins, the monster remains in its mortal guise.

Etheric Goggles

Ghosts and spirits reside just beyond the veil, biding their time and building strength. These creatures gain influence, manipulating people's souls and energies in places until they finally have enough power and influence to manifest and cause all sorts of havoc. With Etheric Goggles though, Task Force: VALKYRIE agents can pierce the veil and take sight of their targets before they come across. Etheric Goggles look like normal, night-vision goggles, but have a small button on the side to transfer vision into the Twilight. They work for every hunter, regardless of sight.

Loadout: Three sessions

Dice Pool: None

Action: Instant

Duration: One scene

With a quick flick of a button, the agent can peer into Twilight. Any entity in Twilight appears to glow a phosphorescent blue. The goggles don't let the agents touch or speak with the entities, but they can trace or track them. Additionally, if an agent is trying to locate something with the Anchor Condition, the goggles grant a +3 bonus to investigation rolls.

Etheric Capsule Rounds

Etheric Capsule Rounds resemble normal bullets — save for the glossy tips that glow faintly in the dark. When fired, the propellant excites the etheric compound inside the projectile, causing it to expand violently upon encountering another etheric field or when striking a physical target.

Nicknamed “Ghost Paint,” EC rounds directly injure ephemeral entities. When shot at an ephemeral entity who is Manifested, the soft-shelled bullet causes a painful burning sensation on the target’s exposed skin and mucous membranes. Against mortals, EC rounds aren’t as effective, though they will sting and cause welts when they contact the skin. Otherwise, EC rounds are nonlethal.

Loadout: 1 session

When used against an ephemeral entity that is Manifested, the bullets deal lethal damage instead of bashing. Additionally, if the entity is not Manifested, the bullets can affect entities in Twilight and deal bashing damage. EC rounds deal bashing damage to objects, mortals, and monsters.

Teaming Up with Who? Missing Scientists What?

Task Force: VALKYRIE know it’s better to take orders than to ask questions, but some operatives are starting to feel that their commanders are keeping more secrets than usual. TFV operatives recognize the need to change or alter their munitions, but don’t understand why they’ve seen other conspiracy members visiting headquarters. Thus far, the Ascending Ones and the Cheiron Group’s field agents have both been spotted chatting up Operation ADAMSKI agents, leading some TFV operatives to believe the rumors are true. For months, operatives have been receiving the all clear, signaling nothing is wrong at HQ — even though one of Project FORT’s team leaders, Rodrigo Garcia, *knows* this can’t be true.

According to Garcia, several TFV scientists have either been kidnapped or were found dead of natural causes. Garcia speculates this can only mean one of two things: either TFV’s command is compromised, or their leaders suspect an enemy has infiltrated their ranks. In any case, it’s clear TFV has suffered from a security breach, which would explain why the conspiracy is forging alliances with other hunters they normally wouldn’t.

Huginn Visor

Monsters of all stripes have ways of trying to manipulate the minds and hearts of their prey. Task Force: VALKYRIE technicians have learned that this invariably requires eye contact to perform. The Huginn visor appears as a set of normal dark sunglasses, but it is coated with a special film that gives the agent some protection against mind-altering powers.

Agents joke that whatever chemical they put on it must come from space. Maybe it does, but no one really cares when it keeps their heads on straight.

Loadout: One session

Whenever a monster’s Dread Power (or other supernatural creature’s power) necessitates eye contact or needs line of sight to the victim to function, the creature suffers a –3 penalty to activate the power against any hunter who wears the visor.

Mjolnir Cannon

Nothing in the TFV arsenal represents overkill like the Mjolnir Cannon. The portable version of the system consists of two elements: a heavy battery, typically carried in a backpack, and a modified rocket launcher with integrated lenses, electrodes, and heavy shielding. At its lowest

power setting, the Mjolnir functions as a long-range taser, paralyzing the target with rapid pulses of electricity channeled down the ionized path created by the taser.

At higher power levels, the Mjolnir earns its name, firing nothing short of a man-made lightning bolt — hearing protection and grounding equipment are required for all teams employing the Mjolnir Cannon. The etheric battery used to power the Mjolnir is notoriously finicky, and, if overused, has been known to detonate.

Loadout: One session

On its low setting, the Mjolnir Cannon is a ranged weapon a damage rating of 1, range 20/40/80, Clip 4, Initiative -1. When the Mjolnir deals damage, it inflicts the Stunned Tilt on the target. When its Clip is exhausted, the Mjolnir must recycle its batteries for two turns.

When used on its high setting, the Mjolnir Cannon is a ranged weapon with a damage rating of 4, Clip 2, Initiative -3. The Mjolnir Cannon inflicts the Knocked Down Tilt to its target if it hits. Any targets within shouting distance of both the weapon and the target suffer from the Deafened Tilt unless they're wearing hearing protection.

Muninn Serum

No matter how well prepared, how careful, and how special ops a Task Force: VALKYRIE team may be, there's always the chance someone might witness the action going down. It isn't always the team's fault, either. It might be a case of bad circumstances, or just the fact that they had to save someone from a monster's grasp. Every hunter knows that once you've had a brush with the supernatural, you'll never forget it.

That is, unless someone helps you along with a little chemical assistance. Task Force: VALKYRIE scientists have developed a more potent and targeted form of the strongest drugs that cause temporary amnesia and short-term memory loss. The result is Muninn Serum and, with a single injection, an agent can wipe away a whole night's worth of bad memories.

Loadout: One syringe per session.

Dice Pool: None

Action: Instant

Duration: One scene

The operative must administer the dose intravenously. If the target is unwilling, the agent must make an attack roll to inject the serum. The drug has a mild burn to it, but nothing worse than a tetanus shot. Once injected, the subject is inflicted with the Drugged Tilt. During this time, the agent can ask the subject to recount memories, which the subject will do to the best of her ability. Once recounted, she forgets it ever happened. Even if she chooses to lie about specific portions of the event, she forgets everything at the end.

Odin Reticle

The all-seeing eye of Odin is, in this case, a small LCD screen and camera combination that feeds a specialized display to the wearer. This device is designed to attach to any other goggle type, such as the Etheric Goggles or the Huginn Visor. It isn't perfect, but few things can trick the various cameras attached to the Odin Reticle's display.

Loadout: 3 sessions

Dice Pool: None

Action: Instant

Duration: One scene

When activated, it grants a Clash of Wills against anyone attempting to hide themselves using supernatural means that trick the mind. Hunters using the Odin Reticule for the Clash of Wills roll their Highest Resistance Attribute + Advanced Armory rating instead of Occult.

V.D.S.B.

Every TFV operator knows monsters prefer shadows to sunny daylight and understands that sometimes the difference between winning and losing is a well-lit field of battle. While creatures like vampires might be allergic to sunlight, most monsters aren't happy when the full force of ultra-bright, white light hits them directly in the eye.

The V.D.S.B. (Victim-Detonated Sun Bomb) is a rigged explosive device that is triggered with a combination of infrared, motion, and thermal sensors. Coded to find vampires specifically, anything that falls within a specific infrared spectrum or motion profile will detonate the bomb. Agents have found that most monsters seem to fit the bill, though they don't know how the technicians programmed the device to be so precise as to not trip with human activity.

The resultant effect is a flash of light bright enough to blind anyone and everyone in the vicinity. Agents often wear special sunglasses that protect them from the bright light as they come in to deal with the hopefully stunned monster. The agency generally only provides one such bomb per Loadout.

Loadout: One session

Dice Pool: None

Action: Instant

Duration: One scene

When tripped, a searing, bright, phosphorescent light fills the space. Anyone in view of the bomb when it detonates must roll for surprise. If they fail, they gain the Stunned Tilt. For the rest of the scene, sighted players who are not wearing special eyeglasses will acquire the Blinded Tilt.