HTV2e Tier 3 Playtest: The Code & The Lucifuge

This Tier 3 playtest document draws upon the Slasher Chronicle found in the new rulebook, and has been designed to test new **Hunter: The Vigil 2nd Edition** rules. The playtest will require use of the [**Chronicles of Darkness Rulebook**](http://drivethrurpg.com/product/168428/Chronicles-of-Darkness). While **HtV2e** will be a standalone core book that includes all the rules needed to play the game, this stage of development requires us to draw from existing, printed materials.

Included in this playtest are:

* (5) character sheets for players
* (2) antagonist character sheets
* (1) short playtest scenario
* (2) new rules testing the Code and Endowments

The material in this playtest is presented to help us shape the final version of the rules used in the **Hunter: The Vigil 2nd Edition** core book. As such, we are seeking feedback from actual play experiences as opposed to reviews based on a cursory read of the text.

**Developer’s Note: we will be accepting playtest feedback on the Onyx Path Publishing website through Friday, November 10th, 2017. A short poll will be released on Tuesday, November 7th to collect playtester names and actual play highlights.**

**The link to collect feedback is here:** [**https://goo.gl/forms/6MD9VYX76NJYivbf1**](https://goo.gl/forms/6MD9VYX76NJYivbf1)

Tier 3 Playtest Overview

This playtest scenario consists of three scenes designed to highlight investigation, social interactions and tricky maneuvering, and physical combat. The scenario and the characters are provided specifically to playtest two new sets of rules: a hunter’s Integrity, which includes the Code and Touchstones, and the new Endowment system tied to conspiracies, featuring the Lucifuge’s Castigation Endowments.

Please focus on these two areas as you play, and keep in mind that this playtest does not reflect actual play in a typical chronicle. This playtest will push the characters to test the rules. As a result, they’ll quickly suffer a lot of breaking points, deal with Touchstone endangerment and loss, and use their Endowments to stop someone with similar powers. Ordinarily, a chronicle would encounter these rules when the story demands it.

New Rules for Hunters

To play this scenario, you will need a copy of the **Chronicles of Darkness Rulebook**. Rules for gameplay begin on p. 68.

The rules that follow are an abbreviated version customized for this Tier 3 scenario featuring the Lucifuge conspiracy. The full text will be included in the **HtV2e** core book.

Note that the full text for these systems isn’t included here in every case — just enough to provide an understanding of the rules and the intent behind them.

Characters

The characters included in this playtest are similar to those found in the **Chronicles of Darkness** **Rulebook** (pp. 24-60). The exceptions are new for **HtV2e** hunters, and the ones presented here are starting characters. One character does have an extra Endowment; this was intentional, to facilitate playtesting for all Endowments which have been redesigned for 2e.

Additional modifications are as follows:

* Hunters have Touchstones as a third anchor. (See below.)
* All hunters receive a free dot of the Professional Training Merit to reflect their backgrounds. Tier 2 and 3 characters also receive a free dot of the Compact/Conspiracy Status Merit.
* Tier 3 characters start the game with one free Endowment; a character usually can’t have more Endowments than they have dots in Conspiracy Status. However, some conspiracies — such as the Lucifuge — may make exceptions to this rule depending on what their Endowments represent and how characters acquire them. One of the characters in this playtest, Cassidy Tate, opted out of the starting Conspiracy Status dot but still has one Endowment, because she was born of demonic heritage like the others.
* Whenever a character suffers a breaking point, the player takes a Beat.
* Note that Tactics are not included in this playtest by design. If the players need to work together to take down the enemy, use regular teamwork (**Chronicles of Darkness**, p. 72).
* Most of the Merits and other traits on the character sheets included here can be found in the **Chronicles of Darkness Rulebook**. The rest are below.

New Merit: Compact/Conspiracy Status (• to •••••)

**Effect:** The character is a recognized and accepted member of a hunter compact (second tier) or a conspiracy (third tier). This is similar to the Status Merit on page 54 of the **Chronicles of Darkness Rulebook**. This Merit indicates that a hunter has earned the trust of the group and can call on them for assistance – and is expected to render assistance when called upon in return.

From a mechanical standpoint, each dot of Status grants the hunter a +1 modifier to Social rolls with regard to members of that group. In addition, as a general rule during debates about organization policy or disagreements between members, if all other things are equal the character with higher Status will be the one whose orders are followed or whose word is accepted. The same applies for conflicting requests for equipment or assistance. Finally, when a character reaches Compact/Conspiracy Status •••, her cell gains access to a new favored Tactic (p. XX).

With regard to the third tier conspiracies, a hunter with Status receives the Social bonus benefit, as well as access to the special Merits known as Endowments – their special powers, artifacts, and technology. Technically all that is required to purchase Endowments is a single dot in this Merit, though it should be noted that it’s not uncommon for particularly powerful, dangerous, or expensive Endowments to be withheld from low-ranking members, or at least those members can expect to be watched very carefully to make sure they deserve such potent gifts.

New Merit: Touchstone (• to •••••)

**Effect:** Your character has multiple Touchstones. Each dot in the Touchstone Merit allows for an additional Touchstone. Write the new Touchstone in next to your character’s highest available Integrity dot at the time when you purchase the Merit. For more on Touchstones, see below.

Touchstones

A Touchstone is someone a hunter can trust implicitly, someone with whom she can let down her guard and pretend for just a little while that she doesn’t spend her life elbow-deep in monster guts and thwarting demonic sacrifices. Fellow hunters don’t qualify — she can trust her cellmates with her life and even with her secrets, but they all follow the Code, and its call always hums in the undertones whenever they’re together. Hunters who become too insular lose touch with the people and places they keep the Vigil to protect. They need outside influences to ground them in normalcy and remind them what they’re fighting for.

Touchstones also provide built-in conflict for every character. When considering a Touchstone, think about how your character might potentially lose it. Think of how she protects it, how she reacts when it’s threatened. Think of how she smooths things over when the Vigil encroaches on it.

**System:** Touchstones help a hunter maintain her Integrity by adding dice to breaking point rolls. As noted below, you enjoy a +2 when she has one attached Touchstone, or +3 when she has more than one. When a hunter has no Touchstones attached, you make breaking point rolls at a −2 instead.

Write Touchstones alongside your character’s Integrity track. She gains one Touchstone for free at character creation; write it next to her sixth Integrity dot. Consider a Touchstone attached when there is a dot next to it. For example, with only four Integrity dots, the character’s initial Touchstone is no longer attached (but isn’t lost). Any time the hunter defends her relationship to an attached Touchstone or engages in a full scene of positive or cathartic engagement with it, she regains a Willpower point. If this causes her serious setbacks or harm, she regains all her spent Willpower points.

Losing and Gaining Touchstones

If a hunter loses her last Touchstone — for example, if he died, or she alienated him so badly that he refuses to see her anymore — then she has two choices. She may immediately lose a dot of Integrity. If she takes that path, she has one month to find a new Touchstone to replace him. If she does not within that time, she gains either the Obsession, Stoic, or Vendetta Condition as a Persistent Condition. The usual resolution criteria become Beat-generating criteria instead, and the only way to resolve it is to gain a new Touchstone. Vendetta and Obsession find new subjects if the original ones become unavailable. Alternatively, she may take one of these Persistent Conditions immediately, without losing Integrity. The hunter doesn’t consciously choose the Condition; she’s just reacting to the circumstances surrounding the Touchstone’s loss. These rules apply whether or not the Touchstone was attached at the time.

Replacing a lost or dead Touchstone requires gaining a dot of Integrity. Replace the Touchstone on the character’s Integrity track. Taking a new, *additional* Touchstone requires the Touchstone Merit (above). Write the new Touchstone in next to the character’s Integrity level at the time you purchase the Merit, or the next available dot below it if she already has a Touchstone there. Remember that additional Touchstones bought with the Touchstone Merit are subject to the Sanctity of Merits rule if lost.

Example Touchstones

For purposes of the playtest, only the Touchstone examples represented in the given character sheets are listed here.

**Blissfully Unaware**

Your girlfriend doesn’t suspect a thing, and you plan to keep it that way. You love the way her face lights up whenever she talks about your happy future together. You don’t have the heart to tell her about all the blood and secrets that stand in the way and you know she’ll think you’re crazy if you try, so you just keep on pretending.

**In on It**

He’s a dedicated cop or part of the local underworld, and he knows what you do for this town. He doesn’t want to be personally involved, but he helps you out when you need a body to disappear, records falsified, or evidence from classified files, so you tell him everything. Maybe someday he’ll decide you’ve stepped over the line — but of course, he’s complicit.

**The Journal**

Whether it’s a thick leather-bound journal or a vlog on your personal hard drive, it’s more than just a diary. You record all your deepest feelings and twisted thoughts in there. You tell it everything, and review it every so often to remind yourself how far you’ve come. You’ll pass it on to a successor someday. But if the monsters found it, you’d be screwed.

**The One You Saved**

She was a monster’s victim, and you saved her from the jaws of death or worse. Now she knows what’s out there, and she’s terrified of it. Your presence makes her feel safe, and hers makes you feel like you’re making a difference. You fear letting her down more than anything.

**Separated**

She couldn’t bring herself to sign divorce papers, but she kicked you out of the house. She says you’ve changed and she can’t handle all the lies. She likes to have coffee on the weekends, and she says she’ll take you back anytime — just as soon as you tell her the truth.

**Your Rock**

She’s your sister, your best friend, your mentor. She’s been through it all with you. You know she’ll support you no matter what, and that’s the problem. You’re desperate to keep her from tumbling down the Vigil’s rabbit hole with you, because you don’t want to lose the one person who makes you feel like yourself again.

Integrity

Humans in the Chronicles of Darkness have a trait called *Integrity,* which represents their psyches’ stability. It measures their acceptance of their own self-image and how secure their psychological well-being is. When they perform terrible acts, witness atrocities, or experience supernatural things they can’t explain, they risk losing Integrity via *breaking points* (below). Their Integrity score, in turn, measures how well they handle further trauma.

Hunters have Integrity just like other human beings, but the unnatural stresses to which they constantly expose themselves affect them more deeply than anything most people ever see or do. Someone who hunts monsters has two choices: let it fundamentally change them, or lose all ability to cope. Those who succumb to the latter can no longer function in society. Those who choose the former take up the Vigil and call themselves hunters. Their Integrity changes with them — still a measure of their stability, but impacted differently.

A hunter’s greatest saving grace is her companions. A lone hunter doesn’t make it far before she spirals into self-loathing or forgets what she’s fighting for, living from one bloody thrill to the next. She needs people — not just any people, but people she can trust. People she can open up to and be vulnerable with, even if it’s just for a night here and there. Without the occasional reprieve from living on a hair trigger, paranoia consumes her. Confidants, called *Touchstones,* help remind her why she took up the Vigil to begin with and who she is behind the flamethrower.

System

A hunter’s Integrity trait ranges from 10 to 0. Characters start out with seven dots of Integrity. Whenever a hunter character violates the Code (see below) or experiences something that drastically shakes his confidence, his player rolls a breaking point and risks losing a dot of Integrity. A player can buy Integrity dots with Experiences (p. XX), but to purchase a dot of Integrity, a character must first spend a scene opening up to someone in a frank and honest manner, trusting that person with his rawest feelings and deepest secrets, or with his life or the lives of those he cares about. It could be anyone — a fellow hunter, a Touchstone, even an enemy, as long as he’s genuine. This trust must not be betrayed before the player purchases the Integrity dot.

Characters with **high Integrity (7-10)** see themselves in more or less the same way they always did. The Vigil is a major part of their lives, but they can see beyond it to pursue other things — relationships, hobbies, even careers. They can draw a clear line between themselves and the monsters they despise.

Characters with **middling Integrity (4-6)** fully internalize the hunt, reacting more instinctively to perceived threats. They tend toward the paranoid, and are more prone to violence and/or Machiavellian behaviors. They wonder whether their actions are justified while the Code pushes them to keep hunting anyway, or they double down on their lifestyles and become cynical. Characters at this level of Integrity gain the Vigilant Persistent Condition (below).

Characters with **low Integrity (1-3)** allow the hunt to consume them utterly. They lash out at the slightest hint of a threat, throw themselves gleefully into bloodshed at every opportunity, or scheme like a spider to take out the enemy before it makes a move. They can’t remember or imagine being anything but a hunter. Some hate themselves for what they’ve become. Others steadfastly refuse to admit they’ve fallen from grace, thoroughly fixated on the job. Still others survive more than they live, jaded to the point of single-mindedness. Characters at this level of Integrity gain the Merciless Persistent Condition (below).

A hunter who falls to Integrity 0 is barely recognizable as human anymore, a relentless engine of violence and obsession. Characters who drop this far become Storyteller characters, and are prone to becoming slashers.

**[the following are Conditions Relevant to This Playtest]**

Vigilant (Persistent)

The hunt is bone-deep. It’s your life now. You accept that some things must be done for the good of humanity, and you’re the one who has to do them. Monsters could lurk around any corner and you’re ready to do what’s necessary to save innocent lives. You must spend a Willpower point once per chapter to avoid following up on evidence that might indicate a new supernatural danger to a human being, within one full scene of your exposure to it. Each distinct danger requires a separate Willpower expenditure. The first failure you experience on an Empathy or perception-based roll in a chapter inflicts the Spooked Condition (see **Chronicles of Darkness**,p. 291).

When you risk Willpower on an action that would fulfill your Virtue, the Willpower point you gain from doing so may exceed your maximum Willpower pool by one. This excess Willpower point must be spent before the end of the chapter or it vanishes.

**Resolution:** Gain a seventh dot of Integrity, or lose your fourth dot.

**Beat:** Alienate an ordinary person because of the Vigil. You may choose to automatically fail a Social roll against such a person to gain the Beat.

Merciless (Persistent)

The hunt is all you are. You can’t imagine a life without it anymore. Maybe you love it so much you can’t give it up, or maybe you just forgot who you were without it. Monsters lurk around every corner and you’re ready to do what’s necessary to get rid of them, one way or another. You must spend a Willpower once per chapter to avoid following up on evidence that might indicate a new monster’s presence or activity, within one full scene of your exposure to it. Each distinct presence or activity requires a separate Willpower expenditure. You no longer regain Willpower when you sleep unless you’ve made progress in finding or eliminating a monster that day. The first failure you experience on an Empathy or perception-based roll in a chapter inflicts the Spooked Condition.

When you risk Willpower on an action that would fulfill your Vice, the Willpower point you gain from doing so may exceed your maximum Willpower pool by one. This excess Willpower point must be spent before the end of the chapter or it vanishes.

**Resolution:** Gain a fourth dot of Integrity.

**Beat:** Alienate an ordinary person *or* another hunter in pursuit of your Vigil. You may choose to automatically fail a Social roll against such a person to gain the Beat.

**[end of Conditions]**

The Code

*You go from hunted to hunter when something inside you hardens to steel, sharpens to a knife’s edge, and you take a stand. You leave your old life behind so you can act as torch, sword, and shield. Once your eyes are open and your fist clenches, you can never go back to the halcyon days, try though you might. Yeah, ignorance* is *bliss, but you’ve left bliss far behind. Maybe you made a pact, or you just feel it in your bones, but either way you recognize the Code as your new compass for what’s okay and what isn’t. You’ve accepted things other people would consider unspeakable, so you can find the strength to keep going in the face of a never-ending war that’s as far from glorious as you can get. It’s gory, it’s terrifying, and you can’t ever win. Every victory has a price tag. Every kill just postpones the inevitable. But you carry the Vigil and you fight until your last breath, because you don’t have a choice. It’s that, or see the blood on your hands for what it is, and run screaming from yourself.*

When a hunter takes up the Vigil, she vows — whether out loud or just to herself — to abide by certain precepts, ones that separate her from common murderers and unnatural predators. She justifies her life of violence, crime, and paranoia with strict rules which, if followed, keep her from being like *them:* the monsters that prey on the innocent, kill for fun, leech off society, and care about nothing but themselves. The hunter tells herself she’s different, that she’s doing it all for the greater good. If she can cling to her Integrity, she might even be right. The more she violates this Code, the hollower her insistence rings. She builds a wall of scars around her heart so she can live with herself. Do the job, slay the fiend, save the day. But the more Integrity she loses, the less she knows herself anymore. The further she falls, the harder it is to see the difference between herself and any other killer.

For the average person, excessive violence and exposure to the dark supernatural underbelly of the world cause trauma — she questions her sanity or the truth of everything she’s ever known. Brutality shocks her, numbs her. This is true of hunters when they start out, too, but at some point, they make a permanent choice to stop being victims. They draw a line in the sand and say, *not me. Not my people. Never again.* An ordinary person becomes a hunter in that moment. She may not realize it at first, but she has dedicated herself to the Code, trading away her safe worldview for the unforgiving mentality it takes to fight the impossible.

Psychological stress destabilizes a hunter’s self-image the same way it does for anyone else, and in fact this self-image is the crux of what hunters call theCode. It’s just a question of what constitutes “psychological stress” for people who obsess over monsters for a living. The basic aspects of the Code are universal, like the idea that humanity matters more than monsters do, or that a hunter’s first duty is to the Vigil. No mystical force makes these tenets true; it’s just that the mindset necessary to take up this torch — whether to light the darkness or burn it down — affects the human psyche in these ways. Anyone who lasts more than a few weeks in this gig learns to follow these instincts.

For characters, the Code is sometimes an unspoken understanding, and sometimes a tangible set of principles that hunters vow to each other to uphold. It could be a mission statement for a conspiracy that every member signs. It could be an oath a cell swears over a freshly dug grave. Some just wax philosophical about it over beers late at night. Whatever the form it takes, when two hunters’ interpretations of the Code come into conflict, they’re willing to shed tears and blood over it.

Breaking Points

Characters in **Hunter** suffer two types of breaking points. *Innate* breaking points are those a character carries with her from before she took up the hunt, and those that remind her of just how unsettling her life has become. Most innate breaking points involve doing or encountering something traumatic for the first time; even the most seasoned hunter hasn’t seen *everything* that’s out there, and surprises in her line of work are never pleasant. A character also reaches a breaking point when she violates the *Code:* the set of tenets every hunter instinctively recognizes as sacred duties of the Vigil.

The Code’s fundaments may be universal, but no two hunters interpret them exactly the same way. They argue over what constitutes a “monster” or a “person” all the time, although the Code draws a few indelible lines that, deep down, no hunter can deny. In system terms, the Code considers any creature that wields Dread Powers a monster — as long as the hunters know it is such a creature — as well as slashers and obviously inhuman beings. It *never* counts ordinary humans or other hunters as monsters, no matter what kind of terrible deeds they perform. For anyone who falls between the cracks, individual characters must decide for themselves where they draw the line.

Whenever a hunter suffers a breaking point, her player takes a Beat and rolls Resolve + Composure, with a modifier based on the level of the breaking point (listed below). Only breaking points *at or below* a character’s current Integrity score apply to her.

Other modifiers may apply to the roll as well, at the Storyteller’s discretion; modifiers can’t exceed +/−5. The following are some examples:

**[begin table]**

Breaking Point Modifiers

**Situation Modifier**

Deliberate act of significant personal sacrifice +3

You have more than one Touchstone attached +3

Acting in defense of another person or on behalf of cell/compact/conspiracy +2

Interacted meaningfully and positively with someone you trust within the last full scene +2

You have one Touchstone attached +2

Acting in accordance with your Virtue +1

Acting in self-defense +1

Acting in accordance with your Vice −1

Acting under duress or coercion −1

You have no Touchstones attached −2

With no control over your actions −2

Betrayed by someone you trust within the last full scene −2

Actively and willingly helping a monster −3

**[end table]**

**Roll Results**

**Dramatic Failure:** The character loses a dot of Integrity and experiences a moment of awful clarity, as the full weight of what she must do to keep the Vigil descends upon her like an avalanche. She gains the Demoralized or Violent Condition.

**Failure:** The character loses a dot of Integrity and questions herself. She gains the Guilty, Shaken, or Spooked Condition (or a custom one with Storyteller approval).

**Success:** The character keeps her Integrity, forging scar tissue around her soul thick enough to take the strain. She gains the Obsession (temporary), Stoic, or Vendetta Condition.

**Exceptional Success:** The character not only keeps her Integrity, but pushes a wedge between herself and the rest of humanity, justifying it all in the name of the Vigil. She gains the Addicted Persistent Condition with regard to some visceral or unsettling aspect of the hunt, such as earning a monster’s flattering attentions, killing one, or causing one pain; or the Obsession Persistent Condition with regard to a particular monster. In addition, gain a Willpower point.

**[the following are Conditions]**

Addicted (Persistent)

Your character is addicted to something, whether it’s drugs, gambling, or other destructive behaviors. She needs to indulge her addiction regularly to keep it under control, and it takes over her life. Choose a specific addiction upon taking this Condition; characters can take this Condition multiple times for different addictions. Being unable to feed the addiction results in the Deprived Condition.

**Possible Sources:** Alcoholism, substance abuse, an exceptional success on a breaking point.

**Resolution:** Gain or lose a dot of Integrity.

**Beat:** Your character chooses to get a fix rather than fulfill an obligation, or causes significant complications for her cell by indulging her addiction.

Demoralized

Your character is shaken by the harsh realities of the Vigil and hesitates in the face of the enemy. Spending a Willpower point only adds one die to the pool rather than three when she takes an action against a monster, and you cannot risk Willpower at all. Take a −4 to Initiative rolls, and a two-die penalty to contested actions and resistance rolls that use Resolve or Composure.

**Resolution:** Achieve an exceptional success on an attack or contested roll against a monster, win a fight against a monster, or escape an encounter with a monster unharmed.

Stoic

Your character shut down the parts of herself that care. She won’t open up to anyone and pretends she’s fine when she isn’t. Gain a two-die bonus to Subterfuge rolls to hide her emotions or avoid talking about a traumatic experience. She doesn’t suffer the untrained penalty for any Subterfuge roll. Until she resolves this Condition, she can’t purchase dots of Integrity, and she can’t spend or risk Willpower on actions that would reveal her true feelings.

**Resolution:** Opt to fail a roll to resist Empathy or a supernatural effect that would read your character’s emotions or mental state.

Vendetta

Your character will stop at nothing to punish whoever she blames for what’s happened to her or what she’s done. Her vengeance needn’t be violent, but one way or another it must ruin her nemesis. Until she resolves this Condition, she gains *Vengeful* as an additional Vice, though she still may only gain Willpower through a Vice once per scene. She enjoys a two-die bonus to rolls that work toward her vendetta and suffers a two-die penalty to those that don’t.

**Resolution:** Achieve revenge, or suffer another breaking point that convinces your character to abandon her vendetta.

Violent

Your character throws herself into the hunt with a single-minded fervor, driven to senseless acts of violence by a spate of self-loathing and a rejection of common sense. Violent actions gain a two-die bonus, while non-violent actions suffer a two-die penalty. At the end of each scene during which this Condition applies, if she has not committed a violent act in that scene, she must spend a Willpower or attack the character that is closest to being an enemy in her vicinity, even if that’s just someone who disagrees with her.

**Resolution:** Deal damage to another character equal to or exceeding the hunter’s Resolve.

**[end of Conditions]**

Calling a Spade a Spade

What happens if the characters encounter a sympathetic monster, like the vampire who refuses to feed on human blood or the ghost that’s just trying to communicate? What about mundane serial killers, aren’t they just as bad as any creepy critter?

The Code doesn’t care. By taking up the Vigil, a hunter decides that humanity is *Us* and monsters are *Them,* though he may lie to himself or wish it were otherwise. When the chips are down, a human being belongs on Earth and a vampire doesn’t, period. When the Code gets in the way of empathy for the plight of a creature that had no choice in becoming what it is, or one that’s trying its best not to harm anybody, it forces a hunter to confront the consequences of the Vigil he swore to uphold. Likewise, when the Code says it’s wrong to hunt the lady next door even though she’s a heartless murderer, it exposes the fine line he walks in no uncertain terms.

It may not seem fair, but without the Code, a hunter is just a butcher with friends. He has to draw the line somewhere. He might *want* to view the cooperative vampire as a person, but in his heart he knows that letting such a creature roam free puts all of humanity at the mercy of a danger it doesn’t understand. He can suck it up and carry the Vigil, or cross the line and face the music.

List of Breaking Points

The following list includes the universal tenets of the Code, as well as baseline innate breaking points. The Code allows for indirect actions in the spirit of its edicts, such as collecting or sharing information about a monster so that someone else can trap it.

Storytellers and players should work together to decide whether other actions or experiences in play constitute innate breaking points for a character, depending on his circumstances and his past. Estimate the level of such breaking points using the list below as a guideline.

If a single action or event would fit multiple breaking points at once, use the one lowest on the Integrity scale.

**High Integrity (7-10; −0 modifier)**

• First time personally encountering a particular type of supernatural trait or power (Innate)

• Causing significant harm to a person (Code)

• Allowing harm to come to a person in pursuit of your Vigil (Code)

• Causing a person to suffer a breaking point from exposure to the supernatural (Code)

• Refusing aid to a fellow hunter in need (Code)

**Middling Integrity (4-6; −1 modifier)**

• First time killing a particular type of monster (Innate)

• First time enduring physical torture (Innate)

• First time enduring psychological torture or a mental/emotional supernatural attack (Innate)

• Killing a person (Code)

• Learning that a monster harmed a person when you could have done something to stop it but didn’t (Code)

• Putting the well-being or autonomy of a monster over that of a person (Code)

**Low Integrity (1-3; −2 modifier)**

• First time torturing a particular type of monster (Innate)

• Torturing a person (Innate)

• Suffering a significant loss (e.g. a loved one, a home) at the hands of the supernatural or because of the Vigil (Innate)

• Gaining or bestowing power from an obviously monstrous source (Code)

• Betraying a fellow hunter (Code)

Breaking Points and Tiers

When a hunter joins a compact or conspiracy, she’s joining a like-minded group of people just as obsessed and driven as she is. Together, they agree on certain rules of engagement with the Vigil, whether unspoken or written. The Lucifuge vows to use the power of their own monstrous blood to strike back at the darkness. Network Zero tacitly encourages members to expose the truth as blatantly as they dare. Upholding these agreements sometimes means violating the Code — after all, exposing the truth may sound noble, but it also gets people killed, and hunters of demonic heritage struggle with questions of how human they really are every day. For many, these hard choices are simply what they signed up for.

Hunters are nothing if not resourceful, though. A character who runs afoul of this conundrum can, if she chooses, dedicate herself to the creed of her compact or conspiracy so completely that her Code shifts to accommodate it. When she reaches a moment of truth, the evil she decides is lesser may forever change the compromises she’s willing to make to get the job done.

A tier one hunter character experiences breaking points as above. At tiers two and three, whenever a character would suffer a Code breaking point in *direct* pursuit of the Vigil, she may instead trade that breaking point out permanently for a new Code tenet specific to her compact or conspiracy, which is always at low Integrity on the breaking point scale. She may only do this once. The player and Storyteller should work together to come up with an appropriate new breaking point that embodies the character’s commitment to her organization.

A hunter whose Code deviates from that of the majority of her brethren is hard to trust; if a player trades out a breaking point this way, she suffers a −3 penalty on Social rolls to deal with any hunter who’s not part of her compact or conspiracy.

Endowments

Endowment Structure

Endowments are structured very much like Conditions, but unlike Conditions Endowments have specific kinds of Effects they can draw upon in order to create a set mechanical effect. These effects will vary based on the Conspiracy and how their Endowments function narratively.

Endowment Components

**Keyword: Duration**

The Duration of the Endowment is listed in the Endowment’s name, using the Keyword section. *Instant Endowments* represent discrete events — a single attack or a ritual with an effect that does not linger. In this case, the Endowment is never resolved, unless the character wishes to remove it from their sheet. *Temporary Endowments* last for some length of time once activated, but eventually fail or cease to apply; rather than discrete events, they represent a status or ongoing effect. The default length for a Temporary Endowment is one scene or one hour, at which point they end. Some Temporary Endowments may be resolved early to create a specific effect, usually a more powerful version of the Endowment. *Indefinite Endowments* last until Resolved, and generally provide a permanent benefit (though it may enable certain instant actions, such as using Advanced Armory weapons).

**Endowment Concept**

*Endowment* *Concepts* are similar to character concepts, in that they inform the nature of what follows. The difference is that in the case of Endowments, they provide mechanical as well as narrative clarifications, unique to the Conspiracy, that guides all Endowments associated with the Endowment Concept.

The mechanical aspect of Endowment Concepts typically takes one of three broad forms. The first is the creation of a new feature or option within the system, or creating a variant of an already extant term. For example, as Task Force Valkyrie is largely centered around its Advanced Armory, their Endowment Concept is Loadout — when deployed, they are outfitted with a certain number of consumable weapons, and when they run out, they can no longer use the Endowment they represent. When they return from the field or are resupplied, they are once again issued their special weapons, and their Loadouts reset.

Endowment Concepts may also introduce specific applications of the extant Endowment rules that apply to all Endowments belonging to that Conspiracy. For example, the Ascending Ones are not limited by a pre-defined Loadout as is Task Force Valkyrie — as long as they have access to the appropriate reagents, they craft whatever they need on the fly. That requirement, however, applies to *all* of their Endowments, and so all Elixirs automatically start with a -2 Toll.

Finally, Endowment Concepts may also introduce new subsystems that affect the way members of the Conspiracy interact with their Endowments on a fundamental level, linking them to Traits or other limitations or benefits on using the Conspiracy’s signature powers.

**Toll**

Endowments are often fueled with Willpower, Health levels, or Actions. A Willpower expenditure represents an act of will or focus necessary to trigger an Endowment, or the psychological or physiological cost of doing so. More extreme physiological effects are represented by using Health levels as the Toll; such Endowments are always fatiguing and often painful to use.

*Actions*, when speaking of Tolls, refers to an action taken either immediately or as a consequence of the Endowment’s use. Lesser Actions might include gestures, phrases, or specific maneuvers in combat; greater Actions require successively greater expenditures, the most excessive of which are almost always gruesome, inhuman, and almost certain to cause a breaking point in the user. Actions can also represent limitations to the power’s use, such as to certain locations, times, or situations, as well as Endowments that are in some way consumable and thus have a limited number of uses.

**Effects**

*Effects* grant mechanical benefits and narrative license to do otherwise human-impossible things, represent special attacks or powers, or place restrictions or penalties on targets.

**Backlash**

*Backlashes* are the downsides to Endowments. These are always targeted at the user of the Endowment (although the actual mechanical effect might strike someone else, if for example the Hunter’s touch becomes toxic). They often resemble the narrative aspects of Effects, but can include dice pool penalties or other negative effects as well.

**Prerequisites**

*Prerequisites* are requirements for possessing or activating the Endowment in question, and can be Active or Passive. Passive Prerequisites reflect minima for possessing an Endowment, which can be another Endowment, a Skill or Attribute minimum, or other mechanical requirements. Active Prerequisites, by contrast, refer to immediate situational needs. For example, one Endowment might require a character to already have a certain Endowment active in order to be used.

Endowment Template

**Endowment Name (Keyword; Duration)**

A description of how this Endowment functions narratively.

**Tolls**

Circumstances required for the Endowment to function/Circumstances in which Endowment cannot function.

**Effects**

• Willpower: [effect triggered by spending Willpower]

• Health: [effect triggered by taking damage; specify bashing or lethal, amount]

• Action: [effect triggered by engaging in specific behavior]

• [Action Name]: [Skill + Attribute]. If an Endowment needs a dice roll, this is the Skill or Skills to be used in conjunction with an Attribute TBD at the time of the roll.

**Roll Results**

**Success:**

**Exceptional:**

**Failure:**

**Dramatic:**

• Narrative effects caused by the Endowment are listed here, typically explicit permission to do what is otherwise impossible.

• Area: [Area, if any]

• Range: [Range, if any]

• Resolve: [effect]. Endowments that are triggered by certain circumstances once primed should go here.

• End: [effect]. If the Endowment ending on its own has some kind of effect, like the hangover from an alchemical bender, it goes here.

• Resolve or End: [effect]. If either Resolving or Ending the Endowment triggers a certain effect, this is where it goes.

• Refresh: [time] or [condition]. If the Endowment is Indefinite, this is when it refreshes after use.

**Backlash**

• A bulleted list of downsides to using this Endowment. If they’re triggered by a resource spend, write them out as such.

**Resolution:** How to resolve this Endowment.

**Beat:** Indefinite Endowments grant beats, just like Conditions.

• Beats should reflect the downside of accepting the Endowment. It’s the dark side of pushing yourself just a little outside the human envelope, so it should probably be pretty nasty and/or messed up.

**Prerequisites**

• Prerequisite: [Active Prerequisite] or [Passive Prerequisite].

**Endowment Source:** Typically, this is the associated Conspiracy.

Note that, for purposes of this playtest, the Castigation Endowments for the Lucifuge are included in full as part of the stat block for the character who possesses each one.

Tier 3 Playtest Scenario

What follows is a sketch for the three scenes comprising the playtest scenario. Fill in the details wherever you need to and add twists and turns as you like; this document only provides a skeleton of the most important points to hit, to highlight the rules on which the playtest should focus. You can even insert other scenes in between these for a longer game, if you want.

Keep in mind that this scenario, and its antagonists, are specifically designed to showcase as many aspects of the Code and the Endowment system as possible in a short span of time. That means the players will experience a more condensed and intensified version of these rules than they normally would. That said, try not to have the same character roll more than one breaking point in a single scene. If multiple Integrity risks happen in quick succession for the same character, you can lump them all together into one breaking point with an additional penalty.

Remember, too, that Integrity, breaking points, and the Code are mechanics meant to represent how being a hunter affects the human psyche, and Castigation is meant to represent the intimate connection between the Devil’s Children and the demons they despise, so play up the personal drama of these events to give the players context.

For purposes of Innate breaking points that distinguish between the first time a character has encountered or done something and later times, let the players each decide whether any given experience is their character’s first time or not.

Scenario Summary

Brian Bartholomew was a member of the Lucifuge, but now he’s a slasher, courtesy of a demon working behind the scenes to prey on Devil’s Children who let themselves get too detached. As a Charmer, he’s kept up appearances for now, posing as the hunter he used to be. The conspiracy hooks Brian up with the characters’ cell to help them out with a series of murders in which they suspect demonic involvement. Things deteriorate quickly once Brian gets one of the characters’ Touchstones in his pocket, and the hunters must find the truth and confront him once and for all.

Scene 1: Investigation

Introduce the players to their characters and to Brian with a bit of roleplay at the beginning. Make sure the players understand that he’s been with the cell for a little while now and, while he’s been pretty single-minded about killing demons, he’s otherwise about what they’d expect from a Lucifuge agent with low Integrity and no Touchstones nursing what appears — by his design — to be a hefty dose of survivor’s guilt. Show this in his behavior.

Make the characters aware that the Lucifuge has been watching their progress closely and is considering bestowing new powers upon them if they do well here. Introduce a mentor character or two capable of teaching Endowments.

Through contacts (probably Andre, if someone is playing Terrence), the cell becomes aware of a recent murder that follows the same pattern as a series of previous murders. Police think it’s a serial killer, but details of the crime scenes’ pattern suggest to the Lucifuge that it might have something to do with demons or Children of the Seventh Generation, so let the cell use their various resources and connections to gain access to the scene and investigate in person.

We don’t suggest using the Investigation system from **Chronicles of Darkness** here unless you’re folding the playtest into a longer game; it’s designed for a more in-depth story than this short playtest covers. Instead, you can simply let the players make rolls according to their characters’ strengths and interests — some can use Investigation to case the scene, some can use Contacts or Social maneuvering to get information out of people (cops, lawyers, neighbors, etc.), whatever the players come up with. If Khalil is in the group, he can use Eye for the Strange to notice something’s off right away. Brian should help out where he’s wanted and react to what’s going on; his goal is to continue fitting in and playing his part until he has ruined the cell and has them at his mercy.

Reveal the following over the course of the characters’ various actions in this scene:

• A demon with significant power was involved; make it clear that the characters should feel outgunned. You can use occult symbols drawn in blood or other tells to suggest a demonic presence, which the players can examine using Occult.

• Gabby *might* have been involved. Suggest her presence at the scene but don’t be specific about what she did there. Stephanie should be the one to uncover this.

• The culprit is some human-seeming monster that used improvised weapons — smashed a lamp over the victim’s head, then tied him up and slowly bled him out with the shards, or something similar. Hint that it could be someone possessed by a demon — evidence that could point to superhuman strength, perhaps — but don’t make it certain.

• A pattern across the murders that points to the next victim being one of the other characters’ Touchstones. If the characters go around the circle bringing up who their Touchstones are to check them against the pattern, Brian should act like Gabby is his Touchstone.

Brian is the true murderer, of course, and he brought Gabby along when he killed his victim so he could frame her. Since he’s investigating alongside the cell and deliberately setting Gabby up, the characters shouldn’t suspect him unless something goes sideways. If it does, that’s okay too — play up the horror of suspecting one of their own, though make sure you don’t confirm their suspicions yet. Trust is *important* for hunters. The idea that they might not be able to trust a fellow Lucifuge agent and might have to betray him should shake them. If you can avoid it, don’t roll for his Disarming Talent until scene 2, because failing tips your hand definitively. If he really gets cornered, though, go ahead and try it; failing will change scene 2 considerably, but it’s still doable, and you might catch one or two characters before he fails, which turns them against each other and prompts more drama.

At the end of this scene, however it shakes out, have the Lucifuge mentor(s) suggest that now is the time to bestow new Endowments on some of the characters. They haven’t found the culprit yet, but the monster could outmatch them, and getting this far — and dealing with whatever breaking point trauma they end up with in this scene — warrants the upgrade. The point of this is to trigger the “Gain power from an obviously monstrous source” breaking point for most of the cell, encouraging the option to trade that breaking point out for a new Lucifuge-specific one, per the “Breaking Points and Tiers” rules above. Let each player decide individually whether or not they want to make that trade. This sets up the end of scene 3, which revisits this theme. Consult the individual character sheets to see which characters should learn which Endowments.

Storytelling Notes

Since this is a playtest, feel free to hit the themes of the Code hard and often. You can make the murder victim someone the cell already knew — perhaps someone they swore to protect or someone they left alone, thinking he was safe. Maybe it’s a fellow hunter they accidentally (or deliberately) put in danger. Maybe it’s a loved one or even a Touchstone — it’s not a bad thing to take away one of their Touchstones right up front to engage with that system, as long as you give them a reason to care in the process.

If suspicion somehow falls on Brian during this scene, that’s another opportunity for a Code breaking point involving refusing to aid or even outright betraying a fellow hunter. They might decide to keep him restrained while they continue to investigate, or turn the full power of their Endowments on him to pull out the truth; he’ll keep playing along with his ruse and act like this is an unbelievable betrayal, until one or more of the characters hits a breaking point over it.

Your players will probably find excuses to use their Endowments on their own, but if they need encouragement, try these suggestions: Infernal Visions can aid the investigation directly. Gaze of the Penitent could help, if the characters think a cop or someone else on the scene knows something they’re not saying. Sense the Unrighteous could implicate an additional accomplice or accessory, if Brian had any. It *might* also give Brian away, if Terrence thinks to target him and resolves it for a vision of the deed. If that happens, jump to the alternate version of scene 2, below.

Scene 2: Discovery

In this scene, the cell either conveniently brings Brian straight to his next victim as part of the team, by showing up to protect whichever Touchstone they decided was on the chopping block, or they take him along to confront Gabby. Either way, they need to deal with the various kinds of drama that may crop up depending on whether the Touchstone present knows about monsters or not, and sort out what really happened. Gabby’s Charmed Condition complicates matters: Brian nudges any conversation toward her guilt while pretending to care about her, and she lets him frame her (gaining a Willpower point instead of a Beat for the Condition) unless the hunters trip Brian’s Frailty and thus resolve Charmed.

As the scene progresses, Brian manipulates the situation so that he can charm one or more of the hunters, and/or whichever Touchstone is present, with Disarming. Take this scene in whatever direction you like — Brian’s goal here is to keep up the charade until he’s in a position to murder the Touchstone and one or more of the hunters, preferably without tipping his hand until it’s too late. Given half a chance, he convinces the hunters to kill Gabby themselves, and/or takes the Touchstone hostage and make demands to get them to surrender once his cover is blown. He doesn’t need to be truthful about his intent (murder everyone) until he’s already tried to take somebody down with a potato peeler through the eye (or whatever).

Once Brian tries to charm a hunter, succeed or fail, he loses all patience with the game and becomes a Psycho. Upgrade his Talent and Frailty as noted above. If at all possible, make this happen while he’s alone with the character in question and separate the hunters, so he still has an opportunity to use Deadly Distraction on someone who doesn’t know the truth yet before the scene is over (this is a good way to get a hostage situation going).

The key event in this scene is Brian revealing himself as the killer, one way or another. Given the clues they picked up previously, the hunters probably think he’s possessed — if so, so much the better, since that means their Code still assumes he’s fundamentally a person (and a hunter) for the moment, for breaking point purposes. The scene ends when Brian steals the hostage away, kidnaps one of the hunter characters, or escapes (which he’ll do if someone tries to start a violent conflict or other action scene). The point is to get Brian “off-screen” by the end of the scene, because the next scene requires him to set up an ambush.

Alternate Scene 2

If the hunters find out Brian’s the killer in the first scene, he goes Psycho early and scene 2 becomes a race to get to Gabby or another Touchstone before he does. He can use Deadly Distraction to take a hostage when he gets there, or along the way if the hunters win the race. You can use the chase rules starting on p. 84 of the **Chronicles of Darkness Rulebook** to adjudicate all this. Brian can also trick them into going for Gabby while he really heads toward another Touchstone, or vice versa, thus causing a breaking point for someone no matter what happens. (Go for Joker-style lose-lose situations here.) Once again, the important thing is that by the end of the scene, Brian has the opportunity to set up an ambush, wherever he ends up.

Storytelling Notes

Both versions of scene 2 have plenty of opportunities for breaking points and Endowment use. Stephanie can summon a demon and order it to help them out; note that if she tries to use Mandate of Hell or Shackles of Pandemonium on Brian, it won’t work, which can tip the hunters off that he’s not possessed (anymore). Any of M.C.’s and Terrence’s Endowments are useful in a Social situation, particularly an interrogation. Brian could even call up a demon or vermin swarm to keep the hunters off his trail.

Breaking points are likely during the sticky Touchstone situation, whether it involves a hostage, a horrifying conversation with Gabby, or thinking Brian is still a hunter and making difficult decisions in an attempt to save him from the (nonexistent) demon within him. If he kidnaps one of the characters, he may torture them physically or psychologically, causing a different kind of breaking point.

Try your best to get Brian to charm one of the hunters before he upgrades to Psycho, because turning them against each other is a perfect way to let breaking points happen on their own, and helps showcase more of the suggested breaking point modifiers, such as “betrayed by someone you trust” and “actively and willingly helping a monster.”

Scene 3: Confrontation

This scene is primarily a violent conflict, but it starts with an impending ambush. Brian lures the cell somewhere where he can control the environment — turning off the power to keep them in the dark, setting a trap using his hostage (or their dead body), etc. His goal is to kill them all.

During this scene, the characters should become aware if they aren’t already that he’s a slasher, and thus unequivocally a monster according to the Code. If Stephanie doesn’t try to use her Endowments to control him, they could discover this through Occult rolls, calling up hunter contacts who have dealt with slashers before, or coming up with some other way to prove he’s not possessed.

Regardless of how the fight goes, by the end of the scene Brian needs to have expressed the progression of his fall from grace from his point of view, in dialogue. The important implications to get across between the lines are that any hunter could become a slasher, and that his low Integrity and lack of Touchstones were *part* of the problem but not all of it. Once Brian is dead or incapacitated (assuming the characters win), introduce the demon that turned him into a slasher by having it appear to or speak directly into the mind of the character with the lowest Integrity — preferably one who has also lost their last Touchstone by this point. (It’s probably Stephanie, but you never know what will happen.) Frame this as an offer: Whatever it is the hunter wants most, the demon can help them get it. Revenge? Killing other demons? Independence from the Lucifuge, whose self-indulgent agenda brought the character to this shitty point? All they have to do is say yes. Once the character makes a decision one way or the other, wrap the scene up and end your playtest on that ominous note.

Storytelling Notes

This is your last hurrah, so encourage the players to use any Endowments they haven’t yet (like Hellfire and Prince of Vermin), and highlight the Code wherever you can. If any of the players replaced a breaking point early on with a Lucifuge-specific one, try to make that new one come up somewhere in here. If you end up with two characters at low Integrity and only one of them traded in a breaking point, feel free to have the demon appeal to them both, to see the differences in how they react.

Storyteller Characters

The primary antagonist of this playtest scenario is a slasher, Brian Bartholomew. Below is information about slashers in general and Charmers/Psychos specifically, followed by character rules for the scenario’s two antagonists.

**Developer’s Note: The slasher creation mechanics are still in beta and subject to change. Please feel free to provide playtest feedback about slasher traits as well.**

Slashers

*Slashers do bear some resemblance, in terms of their pathology and methods, to serial killers. The most important difference is a subtle one, but crucial to understanding the slasher. Serial killers take human life to inflict pain, to elicit emotion or sensation in themselves, or to lash out at their abusers in symbolic fashion. For a slasher, the kill is the point. Some varieties of slasher do espouse higher or more complex agendas, but faced with a choice between killing and not killing, a slasher will always kill.*

*I am loath to ascribe supernatural motives and abilities to slashers, but my research into VASCU’s archives and, of course, my own personal experiences, lead me to believe that what a slasher feels upon killing isn’t a matter of pleasure or satisfaction, necessarily. Slashers kill because they must. They cannot stop, they cannot deviate, they can only become deeper, more dangerous version of what they already are. I often liken them to rabid wolves — discussion of whether they are “to blame” for their condition or actions is moot. They must be put down.*

*That analogy has another important aspect, though: Just as any mammal could become rabid, any person could become a slasher. The instinct to kill is present in all of us; some access it more easily than others, but every human being has it. We feel it standing on a crowded train platform, when the obscene urge to push our neighbor onto the tracks rises. Naturally, we quash that impulse, shake our heads, chuckle, and go about our day.*

*The slasher is the one who gives in to that impulse, and then receives something in return. What it receives must remain mysterious and nameless, because I fully believe that coming to understand it is a vector for “infection,” as it were.*

VASCU identifies slashers as a discrete type of supernatural being (though debate continues in the organization as to how supernatural they really are). Most other Compacts and Conspiracies also recognize them as some kind of threat, though the terminology varies.

The word “slasher” is common to hunter organizations based in the USA or UK, but other terms exist. Some cells name them after characters in horror movies, noting their resemblance to the antagonists in “slasher flicks.” Smaller hunter groups (tier one especially) tend to take a localized view. They might not know that slashers are a widespread problem, referring only to the one such being that they are aware of. Conspiracies like Cheiron Group and Compacts like Null Mysteriis, being of a more scientific bent, might refer to them as “enhanced serial killers,” while organizations that view the world through a religious lens might simply think of them as “demons” (or people possessed by demons).

As is common among hunters, finding common terminology can be a problem.

Paranatural & Supernatural

In studying the slasher phenomenon, VASCU has identified two definite classifications. Slashers, unlike mundane serial killers, always have some supernatural involvement. Detecting it can be difficult or even impossible without an agent with the proper skills, but again, a slasher’s need to kill crosses pathology, goes past psychology and winds up in biology. A slasher kills for the same reason that we eat. All of that in mind, some slashers still very much resemble normal human beings; some are even capable of functioning in society. These, VASCU terms “paranatural.” Other slashers have abandoned any pretense of humanity for their “hunt.” These slashers are called “supernatural.” VASCU then further breaks down slashers into other classifications based on their methods and how likely their condition is to be contagious.

The Charmer & The Psycho

These terrifying slashers operate in plain sight. Like the classic image (and often inaccurate) of the serial killer, they are polite, affable, even “nice,” right up until their victims drop their guard. These slashers kill with trust. Their physical weapons are incidental.

Of note is the stark difference between the paranatural and supernatural versions of this slasher, however. The Charmer’s ability to compel trust is less potent, but longer-lasting and more durable. The Psycho has nothing *but* a strong first impression to bank on, but he can seize on that first impression and kill in seconds.

Another important consideration for these slashers is that they *hate* people. That might seem strange to note, considering all slashers’ propensity for murder, but none of the other identified subtypes seem to harbor the same deep-seated misanthropy. The Charmer might focus his hatred on a certain class of person (women, policemen, gay men, etc.), but the Psycho has abandoned such pretenses.

Both the paranatural and supernatural form of this type of slasher are contagious; VASCU’s data shows that people who spend time talking with them show an increase risk of becoming like them.

**The Charmer:** Charmers sometimes fly under VASCU’s radar because they often rob their victims as well as murdering them. They run complicated confidence games, ingratiate themselves to friends and family, and leave not only corpses but widespread mistrust and ruined social circles in their wake. Charmers are easily the most socially functional of slashers, manipulating bureaucracy with practiced ease. Something may be against the law, but somewhere in the process a human being has to make a call, and that Charmer can manipulate that human being. In the manner, Charmers gain money, vehicles, shelter, weapons, and safe passage into countries where VASCU has no jurisdiction.

Charmers infiltrate closed communities by replacing someone with a position of trust. They might murder a priest, counselor, teacher, or doctor and replace the unfortunate person, granting them access to a much larger pool of victims. Yes, many of these positions require oversight or licensure, but again, someone has to issue these licenses, and the slasher can charm them just as easily as anyone else.

The worst quality of a Charmer, though, is that they can be patient. A Charmer in a comfortable position in a society can remain there for years, leaving the community to seek his victims elsewhere. Rest assured, though, that every Charmer has an escape plan, and it involves killing people.

Charmer Systems

**Talent — Disarming:** When a Charmer meets a new person, the Storyteller rolls Presence + a Social Skill. The Skill might be Expression (the Charmer speaks poetically or sings, plays an instrument or otherwise performs), Socialize (the Charmer plays groups of people like a fiddle) or Persuasion (the Charmer can always say exactly the right thing at the right time). This roll is contested by the listener’s Intelligence + Subterfuge. If the Charmer wins, that victim gains the Charmed Condition (below).

Note that Charmers get one chance at this for a given person. First impressions are everything. If the Charmer fails to meet or exceed the target’s successes, she sees through the Charmer to the Psycho beneath. She might just feel that the Charmer is a phony, not necessarily dangerous, but the warning bells definitely go off (which probably makes her the Charmer’s first target).

**Frailty — Thin Veneer:** Charmers are held together by staples and a few strands of sinew. They have a tightly regimented view of the world, and they *hate* having it shaken. They often believe their own hype; a Charmer taking the persona of a preacher might really believe that he’s doing God’s work. All Charmers have a trigger, chosen by the Storyteller. This might be bringing up a certain topic, a particular song, being touched in a sexual manner, or just being called by name rather than by title. When this trigger occurs, *or* when someone who resists the slasher’s charms calls him out (“You’re fucking creepy, dude” is enough), the Storyteller rolls Composure. If this roll fails, the slasher lashes out — usually verbally, but sometimes physically. At this point, anyone who fell under the Charmer’s wiles before has a chance to snap out of it (players roll Wits + Subterfuge; success means the Charmed Condition is resolved).

**The Psycho:** Some VASCU agents argue that the appellation “psycho” is ableist; most people suffering from mental illnesses, psychoses or otherwise, are non-violent. The name sticks, however, probably due to cultural issues surrounding it. In any case, “zealot” might also work. When a Charmer moves from paranatural to supernatural, the hatred for the world he feels becomes a full-blow ideology. Sometimes it retains the trappings of more normal ideological frameworks; some Psychos are religious, some are “conservatives” looking to preserve traditional values. In the end it doesn’t much matter, because the Psycho can always find a reason for a particular person to die.

Psychos are dangerous, and anyone that interacts with one for longer than a few minutes can see it. Unlike Charmers, who can keep their violent impulses under control for years with some luck, Psychos have an extremely short tolerance for people. At first blush, though, they seem reasonable, interesting, trustworthy, or harmless. By the time a victim has a chance to think “wait a minute, he had a knife” that knife is already in the victim’s kidney.

Psycho Systems

**Talent — Deadly Distraction:** A Psycho can cause someone to drop her guard just long enough to incapacitate or kill her. This requires only a turn of conversation, and cannot be attempted in combat or when other witnesses are about. The Storyteller rolls Presence + Persuasion, contested by the victim’s Wits + Composure. If the Psycho’s successes equal or exceed the victim’s, the victim falls prey to the Psycho’s charms for one brief but fatal moment. What this means depends on what the Psycho is trying to accomplish. He might just be trying to gain entry into a building or recover a lost weapon or piece of evidence, and if that’s the case, the victim gets off light. But if the slasher wishes to attack the victim, he can make a Killing Blow (see **Chronicles of Darkness**, p. 93) with whatever weapon he has at hand, inflicting damage equal to the relevant dice pool with no roll required. This might not actually kill the victim, but it certainly wounds her grievously and probably places her at the Psycho’s mercy.

**Frailty — Obsessive:** Psychos just can’t let something go. Once a Psycho chooses a victim, and attempts to charm her (either by using Deadly Distraction or mundane Social attempts) and fails, the Psycho *cannot* just leave her be. He must break her down, hurt her, scare her and finally kill her. The Psycho can be patient, but most of them aren’t equipped for it, and wind up impulsively attacking the victim (who is by no means unsuspecting and helpless). If the victim inflicts damage upon the Psycho, the Frailty’s effects end and he can flee. The Psycho will eventually return to finish the job, however, which is problematic for the victim, but can also be used to track or trap the Psycho.

Condition: Charmed (Persistent)

You refuse to see anything wrong with the Charmer and make excuses for him, support him and even lie for him. Common Sense, Danger Sense and similar Merits do *not* apply to characters who have fallen prey to a Charmer’s wiles, and all Initiative rolls against the Charmer are penalized by five. If someone actually *witnesses* the Charmer harming another person (and the Charmer can’t make a case for self-defense or justifiable homicide), the Condition is resolved.

**Possible Sources:** A Charmer slasher

**Resolution:** Witnessing the Charmer lash out (p. XX), witnessing the Charmer commit violence

**Beat:** You compromise your ethics or values for the Charmer.

Brian Bartholomew, Slasher

**Character Concept:** Former hunter fallen from grace.

**Description:** Brian Bartholomew is a Devil’s Child, too, and pledged himself to the Lucifuge just like the others. Problem is, he was the sole survivor of a demon summoning gone horribly awry, in which he lost his entire cell and his best friend since childhood — his only Touchstone, whom the demon possessed. He chased revenge and saw demons everywhere, refusing to get close to anyone else for fear that they, too, were secretly the enemy. Eventually, dramatic irony caught up to him: A demon possessed *him* and hollowed him out, leaving a shell of a man. What was left of him came to the conclusion that *everyone* is infected with demonic taint, and the Lucifuge are just the worst of a species that deserves to be wiped off the planet. He still sees himself as one of them, doing the work he signed up for. He just broadened his definition of “monster” until it included all of humanity.

Brian has fooled the rest of the conspiracy into thinking he’s still a hunter. The Lucifuge partnered him up with a new cell — the players’ characters — in hopes that it would stabilize his downward spiral, not realizing he’d already fallen too far to be saved. Since the moment he joined them, he’s been waiting for his opportunity to cover his hands with their blood, once they trust him enough to see him as one of them. He wants them to know the same kind of betrayal that ruined his life, before they die. In game terms, he’s interested in causing them breaking points and seeing their Integrity drop.

Brian is the only slasher present in this playtest, but the characters uncover clues that point to the demon that turned him into a slasher being able to spread its influence around, taking advantage of hunters who have lost much and are reluctant to trust again (i.e. those with low Integrity and no Touchstones). Turning Lucifuge agents against each other this way means more of them violating the Code and losing Integrity — a vicious cycle that gives the demon exactly what it wants.

**Conspiracy:** Lucifuge

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

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

**Social Attributes:** Presence 5, Manipulation 2, Composure 3

**Mental Skills:** Investigation 3, Medicine 3, Occult (Demons) 3

**Physical Skills:** Athletics 2, Brawl 2, Larceny (Sleight of Hand) 3, Stealth 4, Weaponry (Improvised Weapons) 5\*

**Social Skills:** Empathy 1, Intimidation 4, Persuasion 4, Subterfuge (Hiding Emotions) 5\*

\* Undertaking Skills

**Merits:** Contacts (Journalists, Organized Crime), Double Jointed, Fleet of Foot 1, Improvised Weaponry 3, Numbing Touch 3, Retainer (Gabby) 3, Sleight of Hand, Striking Looks 2

**Willpower:** 5

**Virtue:** Courageous

**Vices:** Deceitful; Vengeful

**Aspirations:** Murder Lucifuge members; kill someone who trusts me

**Initiative:** 6

**Defense:** 5

**Size:** 5

**Speed:** 12

**Health:** 8

**Undertaking:** Charmer (upgraded to Psycho in play)

**Talent:** Disarming (upgraded to Deadly Distraction in play)

**Frailty:** Thin Veneer (upgraded to Obsessive in play)

**Endowments:** Calling Forth the Pit *(see Stephanie Aaron)*, Prince of Vermin

**Conditions:** Vendetta (Persistent, as when all Touchstones are lost)

Prince of Vermin (Keyword; Instant)

Legends tell of demons possessing or summoning vermin in massive swarms to terrify humans, damage their homes and crops, and even to hound them unto death and consume them. The Lucifuge are no less able to do so, paying a blood sacrifice to draw swarms seemingly from nowhere to serve them for a short while.

**Tolls**

• 2 Willpower

**Effects**

• 1-3 Lethal Health Levels: Summon a number of swarms of rats, insects, or other vermin equal to the number of Health Levels of damage inflicted (which need not be paid by the Lucifuge). These swarms are not under the Lucifuge’s direct control, but they are friendly to him and will take suggestions, if not necessarily orders.

**Backlashes**

**Prerequisites:** Lucifuge Status •••

**Endowment Source:** Descent from the Lucifuge

Gabby, Charmed Victim

**Character Concept:** Stephanie’s Touchstone and former partner, now under Brian’s sway.

**Description:** Gabby was Stephanie’s girlfriend and business partner, who helped build her small criminal empire and never minded that Stephanie seemed to have strange powers and iffy morals. She broke it off after Stephanie joined the Lucifuge and stopped sharing all her secrets with her partner. They stayed friends, though, and Gabby kept hoping Stephanie’s new behavior was just a phase that would blow over.

Unfortunately, once Brian joined up with the cell, he learned about Gabby and paid her a visit, and now she’s his new best friend. During this playtest, she takes the brunt of suspicion for the murders until they realize it was Brian all along.

Note that if your playtest group has fewer than five players, you should make sure someone plays Stephanie so that Gabby is a relevant Touchstone.

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

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

**Social Attributes:** Presence 1, Manipulation 3, Composure 1

**Mental Skills:** Computer 3, Medicine (First Aid) 3, Politics (Business) 3

**Physical Skills:** Athletics 1, Brawl 2, Drive 3, Firearms 1, Weaponry (Improvised Weapons) 2

**Social Skills:** Empathy 3, Intimidation 2, Persuasion 3, Subterfuge 2

**Merits:** Closed Book 3, Improvised Weaponry 1, Resources 2, Stunt Driver 4, Tolerance for Biology

**Willpower:** 4

**Virtue:** Independent

**Vice:** Loyal

**Aspirations:** Whatever Brian wants

**Initiative:** 4

**Defense:** 4

**Size:** 5

**Speed:** 10

**Health:** 7

**Conditions:** Charmed (Brian)

Tier 3 Playtest Characters

This playtest includes five, ready-made **Hunter: The Vigil Second Edition** characters for players to use.

Stephanie Aaron

**Character Concept:** No-nonsense crime boss with a sadistic streak.

**Description:** Stephanie Aaron discovered her powers a good long while before the Lucifuge discovered her, and she used them to get everything she wanted, no matter who she had to step on to get it. She turned the tech business she founded into a front for arms dealing and made a fortune. It wasn’t until she tripped the conspiracy’s alarms by intercepting a shipment of modified guns it was smuggling into the city that they found her and realized they had a Devil’s Child on their hands. They captured her and forced her to toe the line, beating the Code into her, which only made her harder-hearted. She fights the good fight and leverages all her influence and resources for the hunt’s sake, but deep down she resents what they did to her, and takes it out on her prey with zero remorse.

**Conspiracy:** Lucifuge

**Mental Attributes:** Intelligence 2, Wits 2, Resolve 3

**Physical Attributes:** Strength 1, Dexterity 4, Stamina 1

**Social Attributes:** Presence 4, Manipulation 2, Composure 2

**Mental Skills:** Computer 1, Investigation 1, Politics (Business) 2\*

**Physical Skills:** Athletics 2, Firearms 5

**Social Skills:** Intimidation (Veiled Threats) 4, Persuasion 2, Socialize 3\*, Streetwise (Black Market) 3

\* Asset Skills from Professional Training

**Merits:** Conspiracy Status (Lucifuge) 3, Contacts (Corporate, Organized Crime), Professional Training (Executive) 2, Pusher, Resources 3

**Willpower:** 5

**Integrity:** 3

**Virtue:** Ambitious

**Vice:** Cruel

**Touchstones:** Gabby, her erstwhile partner in life and crime (Separated)

**Aspirations:** Force a monster to do my bidding; punish someone who wrongs my cell; take advantage of someone naïve.

**Initiative:** 6

**Defense:** 4

**Size:** 5

**Speed:** 10

**Health:** 6

**Armor:** 1/3 (Kevlar vest)

**Endowments:** Calling Forth the Pit, Mandate of Hell; Shackles of Pandemonium (gained in play)

**Conditions:** Merciless (Persistent)

Calling Forth the Pit (Keyword; Instant)

Bound by blood as they are to Hell, the Lucifuge is able to call up a little of that Hellishness to aid him. The Lucifuge’s blood is key — in order to summon a demon, the hunter must bleed for it, the seed of flesh that the demon will take for itself, growing and swelling until it takes on its horrific visage. The Lucifuge must know the name of the entity to be summoned, but the summons is effective both within and beyond the material realm. Summoned demons may be treated with and bound to oaths, but are not summoned by default when they arrive — care should be taken, lest the demon break free and wreak havoc.

**Toll**

• 1 Lethal Health Level: Summon a demon

**Effects**

• Summons a demon, detailed by the Storyteller

**• Demon Summoning:** Presence or Manipulation + Occult

**Roll Results**

**Success:** The demon is summoned.

**Exceptional:** The demon is bound to perform a single task, as if the Lucifuge had resolved the Mandate of Hell Endowment.

**Failure:** The summoning does not work.

**Dramatic:** The summoning works, and the demon is immediately hostile to the Lucifuge.

**Backlashes**

**• Devil’s Due:** The character is Shaken (**Chronicles of Darkness**, p. 290), Spooked (**Chronicles of Darkness**, p. 291), or is subject to another appropriate Condition at Storyteller discretion

**Prerequisites:** Lucifuge Status ••

**Endowment Source:** Descent from the Lucifuge

**Endowment Source:** Descent from the Lucifuge

Mandate of Hell (Keyword; Temporary)

Every Lucifuge, by rights, is demonic royalty, and for all that they have forsaken Hell’s ambitions, that power still runs in their veins, allowing them to command the lesser servitors of Hell as any greater demon would. Hunters who habitually employ this power are watched carefully — it has a habit of cultivating megalomania in users.

**Tolls**

• This Endowment only functions on demons or other minions of Hell

• 1 Willpower

**Effects**

• Gain 8-again on all social interactions

• 1+ Willpower: Remove 1+ Doors for the purposes of calculating a pool for Forcing Doors

• **Resolve:** Give a simple command that the demon must follow; “shut up,” “go to Hell,” and “kill him” are all valid examples

**Backlashes**

**Prerequisites:** Lucifuge Status •••

**Endowment Source:** Descent from the Lucifuge

Shackles of Pandemonium (Keyword; Instant)

Calling up demons is one thing; controlling them is quite another. Some Lucifuge rely on force of personality, tapping into their regal demonic nature, but others fear that trucking with demons will bring corruption, temptation, and the eventual fall — these Lucifuge instead bind demons using the archaic and puissant laws of Hell, in the hopes that merely invoking form poses less of a risk to their souls.

**Tolls**

• A complex ritual; if used in combat, the Lucifuge may take no other actions

**Effects**

**• Binding:** Resolve + Occult vs Willpower; success Immobilizes the target (**Chronicles of Darkness**, p. 284); to remove the Tilt, the target must accept the Lucifuge’s terms

**Action:** Contested Extended; 10 successes; 1 round interval.

**Roll Results**

**Success:** Add successes to the running total.

**Exceptional:** The target’s successes do not add to its total this round.

**Failure:** A setback; take an appropriate Condition.

**Dramatic:** Lose all accumulated successes.

**• Exorcism:** Wits + Occult vs Willpower; successes banishes the target to its natural realm

**Action:** Contested Extended; 10 successes; 1 round interval.

**Roll Results**

**Success:** Add successes to the running total.

**Exceptional:** The target’s successes do not add to its total this round.

**Failure:** A setback; take an appropriate Condition.

**Dramatic:** Lose all accumulated successes.

**Backlashes**

**Prerequisites:** Calling Forth the Pit (Passive), Mandate of Hell (Passive)

**Endowment Source:** Descent from the Lucifuge

Khalil Aziz

**Character Concept:** Trickster and scholar who likes to play with fire.

**Description:** Khalil Aziz is a professor of anthropology and comparative literature at a local university, who was almost relieved to discover his demonic heritage after a youth filled with inexplicable pyromaniacal tendencies and an inability to resist pushing people’s buttons. He tries to stay lighthearted with his teasing, relying on humor to mask his impulses, but making him angry is a poor choice for those who don’t want their homes reduced to a pile of ash and their reputations irretrievably screwed. Khalil is the cell’s go-to for occult research and niche knowledge. He has a sharp eye for the supernatural, and a way of provoking people into making mistakes while seeming innocuous.

**Conspiracy:** Lucifuge

**Mental Attributes:** Intelligence 3, Wits 3, Resolve 2

**Physical Attributes:** Strength 2, Dexterity 3, Stamina 1

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

**Mental Skills:** Academics (Research) 3\*, Crafts (Jury Rigging) 3, Occult (Folklore) 4\*, Science 1

**Physical Skills:** Brawl 2, Larceny 4, Stealth 2

**Social Skills:** Expression (Provocation, Writing) 2\*, Subterfuge 2

\* Asset Skills from Professional Training

**Merits:** Conspiracy Status (Lucifuge) 2, Contacts (Academics, Folklorists), Defensive Combat (Brawl), Eye for the Strange, Library (Occult) 2, Professional Training (Professor) 3

**Willpower:** 4

**Integrity:** 6

**Virtue:** Humble

**Vice:** Wrathful

**Touchstones:** His girlfriend Miriam (Blissfully Unaware)

**Aspirations:** Build something useful; trick a monster; solve a problem with fire.

**Initiative:** 5

**Defense:** 5

**Size:** 5

**Speed:** 10

**Health:** 6

**Endowments:** Hellfire

**Conditions:** Vigilant (Persistent)

Hellfire (Keyword; Temporary)

Lucifer was not born to Hell’s flames, but he made them his own (or, more likely, forged them from will alone). The Lucifuge too bear that flame hidden within them and can, at need, coax that flame forth. Hellfire is no ordinary fire, however — it has a will and a hunger, and careless use of it can easily lead to it getting completely out of control.

**Tolls**

• 1 Lethal Health Level

**Effects**

• The Lucifuge’s Brawl or Melee attacks are charged with Hell’s own flame, and deal 1 additional damage.

• Exceptional successes on attack rolls cause the target to ignite.

• Every successful attack raises the intensity of the Hellfire (and therefore the additional damage dealt) by 1, to a maximum of +3.

**Resolve:** Expend the Hellfire with a single ranged attack using Athletics or Firearms, depending on the nature of the attack. This attack uses the current damage bonus, and ignites the target on an exceptional success as above.

**Backlashes**

**• A Will of Its Own:** Fires started by Hellfire at maximum intensity (+3) may make attacks on targets within three yards, rolling its damage bonus as a dice pool; exceptional success ignites the target. It will continue to do so until extinguished, and does not discriminate between friend or foe.

**Prerequisites:** Lucifuge Status •

**Endowment Source:** Descent from the Lucifuge

Michael “M.C.” Franklin

**Character Concept:** Pious police detective struggling to remain optimistic.

**Description:** When M.C. Franklin and his twin brother Terrence decided to dedicate their lives to justice, they knew it would be an uphill battle. They just didn’t realize how much of that battle would come from within themselves. They both carry the devil’s blood, and while his brother has taken a more cynical view, M.C. believes wholeheartedly that God put them on the path to redemption by sending them to the Lucifuge. He puts his career on the line to slip evidence to his cellmates when monsters commit crimes the law can’t prosecute, and stands up against injustices wherever he finds them — even when they’re in his own backyard.

**Conspiracy:** Lucifuge

**Mental Attributes:** Intelligence 2, Wits 3, Resolve 2

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

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

**Mental Skills:** Academics (Scripture) 2, Investigation 4\*, Medicine (First Aid) 1

**Physical Skills:** Athletics 3, Brawl (Grappling) 3, Firearms 4\*, Weaponry 2

**Social Skills:** Empathy 2, Intimidation 2

\* Asset Skill from Professional Training

**Merits:** Conspiracy Status (Lucifuge) 3, Contacts (Paramedics, Police), Firefight 2, Police Tactics 3, Professional Training (Police Detective) 2

**Willpower:** 5

**Integrity:** 7

**Virtue:** Hopeful

**Vice:** Hasty

**Touchstones:** Reverend Julius (The One You Saved)

**Aspirations:** Prove someone’s soul is worth saving; kill a demon; save an innocent life

**Initiative:** 6 (10 with gun drawn)

**Defense:** 6

**Size:** 5

**Speed:** 11

**Health:** 7

**Armor:** 1/3 (Kevlar vest)

**Endowments:** Gaze of the Penitent; Falsehood’s Heir (gained in play)

Gaze of the Penitent (Keyword; Temporary)

Attuned to sin, the Lucifuge is able to read the sins of others — and, further, to inflame that sin, and the guilt that it brings. This Endowment requires eye contact with the target, as well as a bit of blood, hair, or some other physical specimen; this requirement is waived if the Lucifuge has witnessed the target indulging his Vice in the previous 24 hours. The Lucifuge’s eyes shift and change radically whenever she uses this Endowment, rendering her gaze unsettling even by those she declines to employ the Endowment against.

**Tolls**

• Eye Contact

**Effects**

**• Gaze of the Penitent:** Wits + Empathy vs. target’s Resolve

**Roll Results**

**Success:** The target is Guilty (**Chronicles of Darkness**, p. 289).

**Exceptional:** The target suffers an additional penalty to all actions equal to the Lucifuge’s Temptation.

**Failure:** The ritual fails.

**Dramatic:** The Lucifuge is Guilty instead of the target.

**Backlashes**

**• Eyes of the Damned:** The character suffers a −2 penalty to all social rolls for the duration of the Endowment.

**Range:** Speaking Distance

**Prerequisites:** None

**Endowment Source:** Descent from the Lucifuge

Falsehood’s Heir (Keyword; Temporary)

The saying goes that the devil is the source of all lies, and the Lucifuge know it to be true — untruths run in their veins. For all that a lie is wicked, however, the ability to instantly know a lie can be a painful one, for there are many truths a Lucifuge may hold dear that are flimsy under such a gaze.

**Tolls**

• None

**Effects**

• Gain the rote quality on all rolls to perceive lies

**• Resolve:** Tell a perfect lie; this can be used to inflict a specific Condition, or to convince a target utterly of a certain untruth. For the duration of the scene, the target is unable to accept that the statement is false; afterwards, he may roll Resolve + Composure once per scene to see through the fabrication.

**Backlashes**

• **Shaken Foundations:** Integrity checks made while Falsehood’s Heir is active suffer a −3 penalty

**Range:** Shouting distance

**Prerequisites:** Gaze of the Penitent (Passive), Lucifuge Status •••

**Endowment Source:** Descent from the Lucifuge

Terrence Franklin

**Character Concept:** Jaded lawyer looking for something to believe in.

**Description:** When Terrence Franklin and his twin brother M.C. decided to dedicate their lives to justice, they knew it would be an uphill battle. They just didn’t realize how much of that battle would come from within themselves. They both carry the devil’s blood, and while his brother looks to God for answers, Terrence questions whether he’ll ever find any. He throws himself into his work to avoid temptations, both at the district attorney’s office and with the conspiracy, but he sees his downfall as inevitable and only hopes he can take down as many monsters as he can before the end. In the meantime, he smiles and keeps his head up, pretending everything is fine.

**Conspiracy:** Lucifuge

**Mental Attributes:** Intelligence 3, Wits 2, Resolve 2

**Physical Attributes:** Strength 2, Dexterity 1, Stamina 3

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

**Mental Skills:** Academics (Law) 3\*, Investigation 3, Occult 1

**Physical Skills:** Athletics 1, Drive 1, Firearms 2

**Social Skills:** Empathy (Motives) 2, Expression (Speeches) 2, Persuasion 4\*, Subterfuge 3

\*Asset Skills from Professional Training

**Merits:** Allies (Local Government) 1, Conspiracy Status (Lucifuge) 3, Contacts (Attorneys, Judges), Fast-Talking 3, Professional Training (Lawyer) 2, Safe Place 2, Touchstone 1

**Willpower:** 5

**Integrity:** 7

**Virtue:** Just

**Vice:** Pessimistic

**Touchstones:** Andre, the medical examiner (In on It); his private diary (The Journal)

**Aspirations:** Prove someone is guilty; kill a demon; learn a truth about the Devil’s Children.

**Initiative:** 4

**Defense:** 2

**Size:** 5

**Speed:** 8

**Health:** 8

**Endowments:** Sense of the Unrighteous; Promised to Dis (gained in play)

Sense of the Unrighteous (Keyword; Temporary)

Sin calls to sin, and the Lucifuge know its song well, for they hear it each time they make use of Castigation. Some Lucifuge grow so familiar with it that they are able to hear Hell calling to others — a handy tool when it comes to hunting those who serve Hell’s machinations. This Endowment may take the form of any number of sensory stimuli, but rarely pleasant ones.

**Tolls**

• Invoking Sense of the Unrighteous requires a Full Action

**Effects**

• The Lucifuge’s Perception rolls are able to detect the lingering traces of wicked acts (both on individuals and in locations), including relevant Conditions such as Guilty, Spooked, or Shaken

**• 1 Willpower:** Learn a character’s Vice

**• Resolve:** Following a successful Perception roll, expend this Endowment to experience a vision of the act itself, with clarity according to the number of successes rolled

**Backlashes**

• **Overwhelming Scent of Sin:** Certain particularly vile sins (a serial killer’s trophy room, for example) overwhelm the Lucifuge, forcing an Integrity check

**Range:** Speaking Distance

**Prerequisites:** None

**Endowment Source:** Descent from the Lucifuge

Promised to Dis (Keyword; Instant)

Though the Lucifuge war against Hell and its machinations, perhaps the greatest advantage Hell has is the very people the Lucifuge are fighting to protect — beset on all sides by a cruel and uncaring world, is it any wonder that so many fall to sin? This Endowment, which allows the Lucifuge to chain sinners to their will much as the Lords of Hell do, is controversial within the Lucifuge, with some arguing that it represents a chance for salvation for these wayward souls, and others arguing that it all but ensures their damnation.

**Tolls**

• 1 Willpower

**Effects**

**• Promised to Dis:** Presence + Temptation vs Resolve; Basic Instant

**Roll Results**

**Success:** The target’s Impression of the Lucifuge is always Perfect, regardless of his actual feelings.

**Exceptional:**  The target is Broken (**Chronicles of Darkness**, p. 288), but only in the context of opposing the Lucifuge who chained his soul.

**Failure:** The target is not bound, and knows the Lucifuge tried to take advantage of him — somehow.

**Dramatic:** The target becomes Obsessed (**Chronicles of Darkness,** p. 290) with the Lucifuge.

**Suggested Modifiers**

+1-5: Target is particularly wicked.

–1-5: Target is particularly virtuous.

**Backlashes**

**Prerequisites:** Lucifuge Status •••

**Endowment Source:** Descent from the Lucifuge

Cassidy Tate

**Character Concept:** Introverted photographer plagued by nightmares.

**Description:** Cassidy Tate grew up a “problem child,” always getting into fights and feeling like an outsider. She had premonitions throughout her childhood, terrible dreams of violence and temptation, and the only one she ever told about them was her sister — no one else would believe her. Once she came into her full inheritance and learned about the Lucifuge, she was wary of spending her life fighting a war but couldn’t sit by while innocent people got hurt. She joined up, but refuses to get *too* involved (represented by a lack of Conspiracy Status). As a result, many of her colleagues don’t trust her, and she hasn’t yet learned to fully control her powers. She uses her career as a photographer for investigative journalists to find excuses to examine crime scenes and the sites of strange phenomena.

**Conspiracy:** Lucifuge

**Mental Attributes:** Intelligence 2, Wits 3, Resolve 3

**Physical Attributes:** Strength 1, Dexterity 3, Stamina 2

**Social Attributes:** Presence 1, Manipulation 2, Composure 4

**Mental Skills:** Crafts (Photography) 3\*, Investigation 2, Occult (Dreams) 2

**Physical Skills:** Athletics 2, Drive 2, Stealth 4\*, Weaponry (Knives) 3

**Social Skills:** Empathy 3, Subterfuge 2

\* Asset Skills from Professional Training

**Merits:** Contacts (Bloggers, Journalists), Mind of a Madman, Omen Sensitivity, Professional Training (Photographer) 1, Telekinesis 1, Unseen Sense (Demons)

**Willpower:** 7

**Integrity:** 5

**Virtue:** Righteous

**Vice:** Spiteful

**Touchstones:** Her sister Melissa (Your Rock)

**Aspirations:** Use a nightmare to save lives; take an incriminating photo of a monster; lose control of my powers.

**Initiative:** 7

**Defense:** 5

**Size:** 5

**Speed:** 9

**Health:** 7

**Endowments:** Infernal Visions

**Conditions:** Vigilant (Persistent)

Infernal Visions (Keyword; Instant)

For all its evil, Hell has much wisdom to offer — though always at a price. The price for the Lucifuge to seek hidden knowledge in their dreams is to invite Hell to share them, giving rise to terrible nightmares. Dreamers might be subject to the tortures of hell only to gain insight from the method used, or trek through burning fields of ash to deal with demonic tutors even as the soles of her feet crisp and burn.

**Tolls**

• None

**Effects**

**• Infernal Visions:** Wits + Composure

**Roll Results**

**Success:** The Lucifuge gains a number of Clues equal to successes rolled.

**Exceptional:** Clues gained are especially relevant, and gain an additional element.

**Failure:** The Lucifuge’s nightmares grant no insights.

**Dramatic:** The Lucifuge is Broken (**Chronicles of Darkness,** p. 288) until she next sleeps.

**Backlashes**

• **Faint Memory of Damnation:** The character is Shaken (**Chronicles of Darkness**, p. 290), or is subject to another appropriate Condition at Storyteller discretion

• **Improper Search:** Clues gained with Infernal Visions have the Mystical Tag; mundane justice systems will never accept clues gained through visions (though individuals within those systems might)

**Prerequisites:** None

**Endowment Source:** Descent from the Lucifuge