

SEASON THREE

PLAYRENEGADE

A STORY FOR HUNTER THE RECKONING

# MONSTER HUNTING 101

HUNTER  
THE RECKONING



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THE RECKONING

## MONSTER HUNTING 101

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# MONSTER HUNTING 101

"Grownups are the real monsters..."

—Stephen King, *IT*

In a mid-sized college campus, the debts of the past rear up to cause chaos and suffering in the present. Monster Hunting 101 examines how even forgotten or unexamined history shapes the world around us.

## The Hunt

Burke University (BU) is a mid-sized college campus about an hour outside a large city. A breath-stealing monster, The Burke, hunts for victims on the campus to reclaim its waning powers. It must repeat the killing spree every thirty years or so to re-establish its connection to the land. If the fledgling Hunters don't stop The Burke now, it will feast, slip away to hibernate, and return to kill again when its hunger returns.

The Hunters are students who start play unaware of the supernatural world. A series of gruesome murders on campus quickly thrusts them into the World of Darkness and they must decide how to confront the evil stalking their fellow students.

## Character Creation: Fresh Meat

This scenario is written for 4–5 starting characters. At the beginning of the scenario, they don't have Creeds

or Drives—they'll discover these after their first encounter with their Quarry.

For convention play, the pregenerated characters don't have access to the Creeds and Drives on their sheets until they become fully fledged Hunters (after "Confrontation"). For chronicle play, either have players create their characters in full to begin with (and not use their Creed and Drive until the time comes) or advise them to hold off on choosing those traits until they encounter their first monster (also in "Confrontation").

### CONTENT WARNING

Depictions of corpses and potential gore (depending on the Storyteller's descriptions). References to and descriptions of colonialism, settlers, slavery, torture. Discuss these topics with your troupe, particularly members new to the World of Darkness or when playing in public spaces. The Storyteller can always adjust the scenario as appropriate using the Advice for Considerate Play section detailed in **Hunter: The Reckoning** (pp. 274–279).

# Story Structure

The cell stumbles upon a gruesome murder after a school event and the authorities seem eager to cover it up and downplay it as an accident. Soon after, some of the players' characters are attacked and saved by a retired professor who becomes their mentor and clues them into the supernatural danger they face (see "Dr. Nawra Arafat," p. 6). Now understanding the nature of the threat, the young Hunters are better equipped to investigate the monster stalking the campus (see "The Burke," p. 19).

The Hunters' investigation reveals the monster is connected to several objects around campus (see "Stained Relics," p. 15). The Hunters need to destroy the objects to defeat the monster, but attempts to do so alert The Burke to their efforts and it marshals all its tricks and powers to stop them. This might include manipulating the University's administration to expel the Hunters from campus or framing them for the

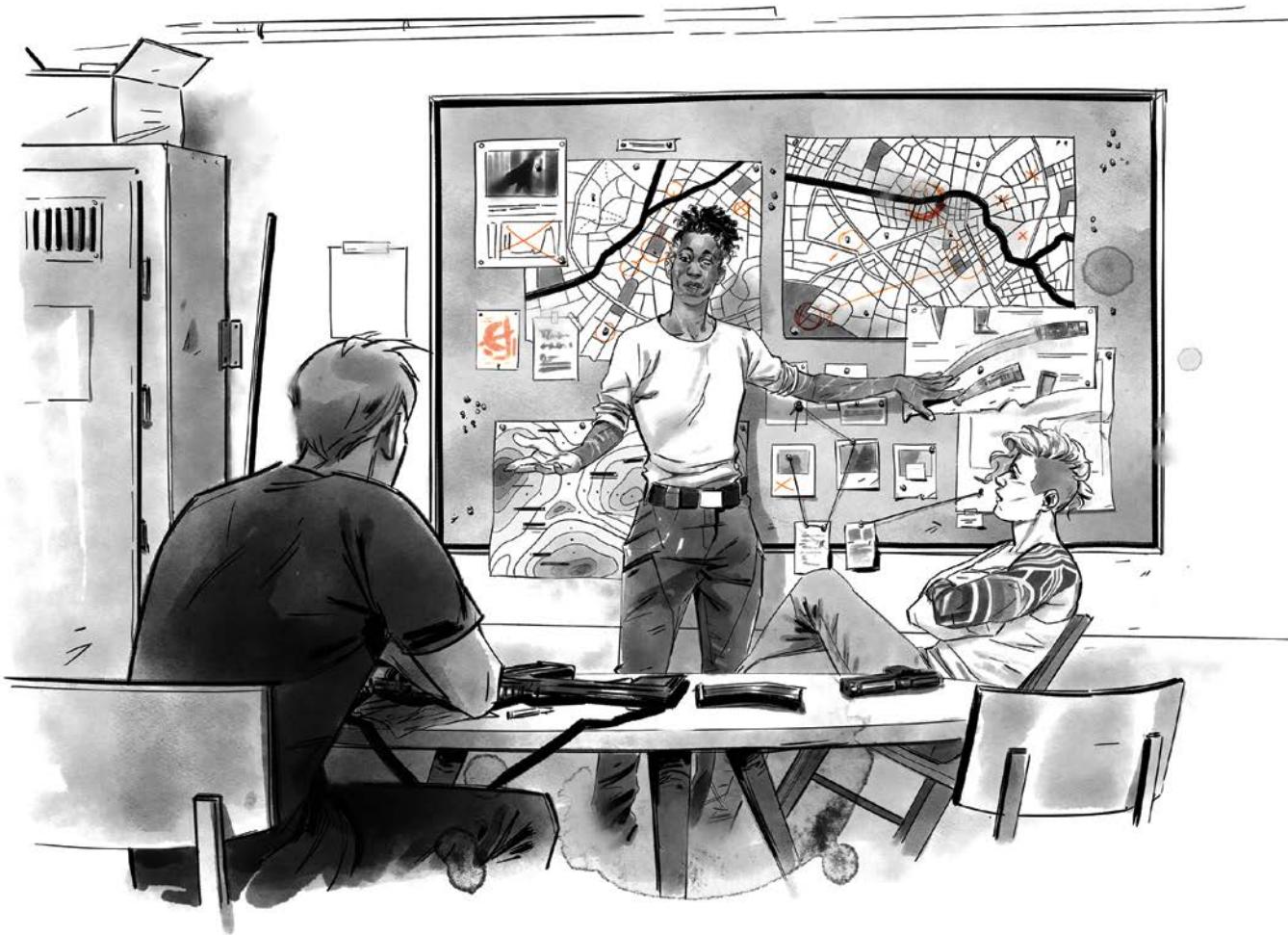
monster's murders (see "Danger Tracker," p. 18). If all goes well, the Hunters collect and destroy some or all of the Stained Relics and confront the creature in the heart of the campus for a final showdown.

## THE OCCUPIERS

This scenario assumes Burke University was built on the grounds of a former English fortress or colony, and that colonial history is part of The Burke's identity. Substitute any other imperial/colonial power as appropriate for your game and table.

# The Quarry

The Quarry is the ghost of Winston Burke, the man who first stole the university's land from its indigenous owners. It wasn't Burke University then, but his legacy persists. Driven by the same rapacious avarice



that motivated him in life, he torments the living and plunders their faces and identities to continue his existence and access to all the indulgences and conveniences of modern life.

The entity, known on campus as The Burke, owes its existence to a set of artifacts commemorating Winston Burke's life and deeds. As long as all the artifacts exist, The Burke is invulnerable. The more of them the Hunters can destroy or remove from campus, the weaker the spirit becomes. Assembling all the artifacts in one location (a specific statue of Winston Burke) summons The Burke for the Hunters to confront.

## The Victims

Two students are already dead when the story begins. Another dies within the first few scenes. The monster's first two victims were Amanda Tate and Cornelius "Corny" Stone. The Burke killed them about a month apart, though both were near the New Admin buildings when it strangled them. While Amanda is known to be missing, The Burke has been masquerading as Cornelius Stone for the better part of a week and continues to do so until Corny's corpse is publicly discovered (which could happen at a number of points, based on Danger and the Hunters' actions). Both corpses are at the bottom of an abandoned mine shaft behind the security office, located among the new administrative buildings in the Northeast corner of the campus.

The circular opening of the stone-lined mine shaft is thought to be an old well and is haphazardly covered with loose plywood. Since it's located in an overgrown lawn behind the security office, only staff and security volunteers regularly access it, and only for smoke breaks. The lawn is littered with cigarette butts, discarded lighters, and empty cartridges of vape juice. Amanda's corpse is easily identified by her clothing and ID. Cornelius is badly decomposed and has no identifying items. The body requires forensic examination to identify.

The Burke desires a total of seven victims, but discerning how close it is to the total requires finding the first two victims. It's a nasty sting that should ratchet up the players' anxiety: they've got less time than they thought. The Burke is fixated on Meriwa as

its final target (see "Who's Who at BU," p. 6). Andy Green (one of the pregenerated characters) is one of The Burke's potential victims.

## Red Flags

Or, in other words, setting up the scenario.

The characters are friends and classmates who have been working on a group project for the better part of the semester. Their final presentation is a few weeks off, and the Hunters have decided to celebrate their latest milestone by going to a party on campus.

Andy Green, one of the pregenerated characters, might die before the story's finale. Although Andy's provided as a playable character, save this option for players who can't stay the entire session or situations where you can bring in a backup character (i.e. if you have spare pregens at a convention game, or you're playing in a home chronicle where a trusted player can start with Andy, then introduce their own character if Andy dies).

## Who's Who at BU

Students at BU know most of the Storyteller characters, at least by reputation, but they may need to access their Contacts or make an Intelligence + Politics test if the character in question operates far outside of their social circles.

If you're running *Monster Hunting 101* in chronicle play and the players' characters have no previous connection to the University, use Prof. Arafat or Mr. Shahid to open some doors.

### Dr. Nawra Arafat

A retired urban planning professor who lives in a small house a few minutes off campus. Prof. Arafat earned her doctorate at Burke University and lived and taught on the campus for over 40 years. It's rumored she was forced to retire after she publicly supported student worker unionization efforts and joined protests to have controversial monuments removed from the school grounds.

## President Jacob Summers

President Summers is a former human rights lawyer and briefly advised the government on international human rights issues. Summers answers to the school's board of directors and donors. He's a very busy man, but always has time for important donors and accomplished students.

President Summers knows exactly what The Burke is, and works for it willingly. The Burke controls the alumni network—and therefore university donations. Opposing it would destroy Summers' career. This is his first experience of The Burke's murder sprees, but he's handling it well. Seven lives over thirty years isn't so much.

## Chief Alan Pareson

The head of campus security is a former police officer who has made BU his life. He runs his small team of campus security officers with precision and his dedication to the University makes him popular among the school's most influential alumni. Despite the school having to settle a few lawsuits when his team aggressively suppressed campus protests, alumni support helped keep Chief Pareson in place. Campus security has zero tolerance for student unionization protests and the vandalism of school property and statues.

Pareson takes bribes from several of The Burke's false identities, but doesn't know its real nature. He suspects some of these powerful alumni are creeps, killers, or worse. He tolerates that. Finding out they're many faces of a monster might be enough to break him from the creature's service.

## Det. Samantha Clarity

The young police detective investigating Blake Sewell's death at the start of Chapter Two. While she initially agrees with campus security's assessment that Blake's death was either an accident or a suicide, the other disappearances on campus raise her suspicions. Detective Clarity is ambitious and still believes in the justice system, but she knows her work often requires her to close a case before she can work out all the angles.

## Mr. Shahid

The oldest member of campus staff is the quiet gardener and handyman everyone knows as Mr. Shahid. He always has time to stop and chat with students, even though the University's older buildings require constant maintenance. He recently celebrated his forty-fifth year working on the campus and few people know the place as well as Mr. Shahid.

## Blake Sewell

A first-year engineering student and member of the swim team. Blake is an Olympic hopeful attending BU on a partial athletic scholarship. Blake was unable to participate in Olympic trials last year, and an unsubstantiated rumor asserts he was disciplined for using performance enhancing substances.

## Amanda Tate

A second-year agricultural science student who hasn't been seen on campus in almost a month. A few missing person posters still linger on billboards and walls around the quad. Many students assume Amanda (she/they) transferred to a new school or dropped out, but Amanda's parents are currently threatening the school with legal action. No signs of foul play have been discovered on campus, and she was last seen waiting at a bus stop near the faculty residences, though it's unclear which bus picked her up or why she was headed into town. This sighting was actually The Burke impersonating Amanda to reduce suspicion.

## Cornelius "Corny" Stone

Corny is a third-year law student who is used to being the center of attention. His first-year exploits are legendary among BU's party crowd, but his many brushes with the disciplinary board seem to have cooled his thirst for the night life.

Note that The Burke can only use his stolen identities off campus (he's forced to assume his real

form on campus), so while he's impersonating Corny, the characters never encounter him at school. They can (and should!) encounter him off-campus, at parties or socializing with their own roommates, or possibly loitering around Professor Arafat's safehouse (see p. 13).

## Meriwa Cabot

A Canadian transfer student, Meriwa has been at BU for three years and is consistently at the top of her class. A double major in geology and anthropology, she's a sought-after TA in the Science Center. Outside of her academic achievements, she's also a vocal advocate for student issues, especially those concerning the First Nations and human rights. Currently, she is part of the student leadership that coordinates protests to divest the school's endowment from Saudi fossil fuels, Israeli apartheid, and American weapons technology.

The scenario has to go pretty badly for Meriwa to die, but find a moment to introduce her ("A Night Off" and "A Brush With the Law" are both good opportunities) so the Hunters are more engaged if she later comes under threat.

## Act One: A Hidden Syllabus

The characters take a night off from their project work to take part in an event on Campus. They stumble across a murder on their way to the afterparty. Danger starts at 1 in this story and it can increase very quickly depending on the characters' actions (see "Give Me Danger," p. 18).

### DANGER

The Storyteller should track Danger—a measure of how powerful the paranormal forces arrayed against the Hunters currently are, and... well... how much danger they're in throughout the story. Danger starts at 1. The effects of Danger are described in "Give Me Danger" (p. 18).

If Danger reaches 5, the characters are forced into a confrontation with The Burke the next time they're alone.

## A Night Off

The action opens as the characters head to an on-campus party taking place on the football field. Yes, actually on the football field. Those attending would probably be in serious trouble except that more serious problems are about to eclipse an unsanctioned party in an off-limits location. Catch up with the characters very briefly—just a couple of minutes, enough time for everyone to get into character.

The quickest way to the venue involves cutting through the locker room because it's the fastest way onto the field. Dozens—if not hundreds—of other students have walked through this area before them tonight, but as the characters enter the locker room there's no one ahead of them.

**The Murder Scene:** The corpse is Blake Sewell. He's unmistakably dead. He's also a good friend of at least one of the characters (engineering students or swimmers, including Raph from the pregenerated cell, are the most likely candidates). What else the characters can surmise about the body depends on the result of an Intelligence + Medicine test. What they can infer from investigating the rest of the murder scene depends on an Intelligence + Investigation test. In both cases, characters receive all information up to and including their number of successes.

The characters only have a couple of minutes to investigate before more students (a group of freshmen, who very quickly go from giggly and raucous to absolutely terrified when they see the corpse) arrive, also on their way to the party. If the characters don't call the police and campus security, the freshmen do.

The players' characters can:

- Calm the freshmen with a Composure + Persuasion test.
- Keep other students from intruding on the crime scene with a Charisma + Leadership test.

If the characters obtain at least 1 success on each of these tests, they buy themselves more time to investigate the scene: give them the information for 1 success in both The Body and The Crime Scene tables if they don't already have it.

This scene ends when Chief Alan Pareson arrives on the scene and firmly ushers the characters out.

**THE BODY**

Successes	Information
0	The corpse is still warm: Blake must have died only minutes ago. There are marks on his neck.
1	Blake died of rapid asphyxiation (but he wasn't strangled, and there's no sign he choked on anything)
2+	Bruising on Blake's abdomen is likely a sign of internal bleeding, which is very common in drowning victims.

Experienced players' instincts will likely be to try and remain involved—they know they're the main characters, after all. However, no amount of persuasion or cajoling will convince Pareson the characters should remain involved: it's the scene of a shocking, possibly suspicious, death and they're college students. He instructs them to wait near the locker room so the police can speak to them when they arrive.

If the characters choose to investigate of their own accord, "The World Keeps Turning" offers information on what they might uncover. If they don't, they should be spurred to investigate their friend's murder when the police rule Blake's cause of death as "misadventure" (see "The Vigil"), and if not the Burke's attack ("Confrontation") works as an inciting incident.

**Brush With the Law**

Police officers arrive very soon after Pareson locks down the scene. Most party attendees are on the football field, but the characters (assuming they were found in the locker room) have been asked to wait separately, and Pareson directs the police to speak to them first.

The police detectives on the scene are Samantha Clarity (see "Who's Who at BU," p. 6) and her partner Roger Clark. When they arrive, they assume the death is sad but accidental; that changes when Detective Clark sees handprints on Blake's neck. Even though he wasn't strangled, Clark infers he had a violent encounter shortly before his death.

Clark starts questioning the students on the football field while Clarity interviews the players' characters. She interviews them as a group—they're being questioned as witnesses, not suspects—and asks them cursory questions about the circumstances in

**THE CRIME SCENE**

Successes	Information
0	Nothing is out of place, there's no sign of a struggle—which is weird. Something choking or suffocating would thrash around, right?
1	Given the tight quarters of the locker room and the hard tile floor, that's incredible: even if he choked and fell, there should be some disorder. It would be hard to bring a corpse here unseen, so presumably someone was holding Blake while he suffocated.
2+	Blake's corpse was lowered to the floor and purposefully arranged there shortly after he died.

which they found the body. She's focused on whether they saw anyone enter or leave the locker room before them, on whether they knew Blake and if so whether they can think of any motive for someone to harm him.

If the characters are forthcoming with information, particularly if they gleaned any useful information from "The Body" or "The Crime Scene", Detective Clarity is quietly impressed. When the characters encounter her in future scenes, she's more open to working with them.

If the characters wish to withhold information, call for a Manipulation + Subterfuge test (Difficulty 3) from whichever character is most vocal/is leading the conversation to do so.

**Increase Danger by 1:** the police are looking for a murderer, the campus is alert, and The Burke (currently as Corny) is aware the characters are suspicious and involved.

Once Detective Clarity is done questioning the characters, she instructs them not to leave town in case they're needed for further questioning. For now, they're free to go.

# The World Keeps Turning

About a week passes after Blake's death with no major upheaval. Read or paraphrase the following:

*The next week on campus passes quietly, but pictures and memorials of Blake Sewell spring up everywhere. A few of Amanda Tate's friends, angry that her disappearance has been forgotten after Blake's death, increase their efforts to find her with no success. Police and media crawl over campus for the first couple of days, then creep away again when there's no evidence and no real story.*

*Classes are poorly attended, and grief counselors are available for group sessions in the chapel located near the old administrative office buildings.*

*About a dozen people sign up as extra campus security volunteers and Chief Alan Pareson begins to carry a concealed heavy pistol on his person when he's on duty; both these facts are common knowledge and neither of them make people feel any better.*

Ask the characters how they spent the week. Attending—or avoiding—classes or processing their shock are valid options, but not the only ones. Don't run this activity as scenes, just briefly summarize the characters' experience and provide the following information.

- **Getting Involved:** Any character is welcome to sign up as a security volunteer. They get basic training that comes down to "don't do anything dangerous; if something bad happens call one of the real security guards." After the first couple of days, most of the volunteers spend more time taking smoke breaks by the old well (see "The Victims") than patrolling. There's currently nothing to make

them consider the well suspicious but if they do decide to investigate it, they find the bodies as described in "The Victims" (p. 6).

- **Making Enquiries:** If the characters asked around after Blake, or any other weird events on campus, they learn the information on p. 6 for "Blake Sewell" and "Amanda Tate" (whether they ask about her or not, her name comes up, often in the form of "first that girl went missing, now a guy is dead!"). They also learn the following information.

**Blake's Body:** Blake's body has been buried, but characters who know him from his classes or the swim team (e.g. Raph, in the BU Cell) can, via Blake's closer friends, get in touch with Blake's parents to ask about the autopsy report. Allow any other player character to do this, with a good explanation of how they do so. If the Hunters convey a belief that Blake's death isn't being handled properly, Mr. and Mrs. Sewell hand over the brief autopsy report without hesitation. Unless the Hunters win a Difficulty 3 Subterfuge + Manipulation test to reassure them, they contact the police and University President Jacob Summers after the characters leave. **This increases Danger by 1 and makes both Summers and the police aware of their efforts.**

**Missing Amanda:** The Hunters find most students believe Amanda Tate moved schools. Her friends, who have spoken to Amanda's family, know that's not true. Contacting her parents by telephone or email will clarify that she is indeed still missing and that her parents are pursuing legal action against the school. Speaking to Amanda's friends or teachers reveals she was last seen at a bus stop near the new administrative buildings, only thirty yards away from the campus security office. It's assumed she boarded a bus into town, but there is no evidence that she was ever picked up or dropped off.

## The Vigil

Rejoin the characters as they stand in one of the campus's open spaces, shivering in the cold night air and participating in a vigil for Blake Sewell. Several things happen here.

## A Conclusion

A local news crew covering the vigil state, on camera, that Blake's cause of death has been ruled as death by misadventure and the police investigation has concluded.

## A Plea

If the characters have been carrying out investigations of their own, Corny Williams (actually The Burke) approaches them. He jokingly refers to them as "Scooby Doo," "Sherlock Holmes," and other sleuths or mystery hunters and asks if they're going to get a life and move on now Blake's death has been ruled not suspicious. His intention is to mollify the characters and stop them investigating—which probably only makes them more suspicious of him. Oops. Characters with the Sense the Unnatural Edge feel something is off about Corny but can't put their finger on what.

## A Promise

Dr. Nawra Arafat is present and spends her time consoling students while also trying to gather more details of Blake's death. Prof. Arafat addresses the vigil towards the end of the evening, after the cameras have left, and asks the assembled students to look after one another. She almost seems to be addressing the players' characters directly as she promises justice always wins in the end.

## Confrontation

As the characters make their way home after the vigil, they have their first head-on encounter with the supernatural.

**If Andy is a player's character:** The group is crossing a mostly empty parking lot when they get the sensation of being watched. They don't see anyone, but there are several cars someone could be hiding in or behind. Characters who succeed on a Wits + Awareness test notice someone crouched behind a station wagon, watching them. Specifically, watching Andy.

**Otherwise:** The group is crossing a mostly empty

parking lot when, ahead of them, they see a lone student. This is Andy Green. They also see someone watching Andy from behind a parked station wagon. Andy stops to take a puff on their vape, and their stalker watches them. Andy moves on, and the stalker scuttles—it doesn't look like human movement—to a new hiding place, keeping pace with Andy.



If the characters warn Andy or let the Burke know they've seen it (shouting out, watching it closely, etc.), it attacks immediately. If not, they have about a minute to prepare before it launches itself out from behind cover and jumps Andy. See "The Burke" (p. 19) for a description of the monster's true form.

The Burke isn't remotely scared of the group of students, and it would happily kill them all if it got the chance. Fortunately, it doesn't come to that.

The Burke attacks by wrapping its strangle cord around the victim's neck and choking them with its Steal Breath ability. It moves with complete assurance and confidence, almost radiating power; it's untouchable and it knows it.

## Fight For Your Life

Run two rounds of the ensuing physical conflict. Bear in mind:

- The characters aren't currently capable of killing The Burke. Only the Stained Relics can do that. Keep track of how much damage attacks should inflict, but it doesn't actually *take* that damage. If it feels pain, but it doesn't slow down or suffer any penalties.
- The Burke's primary goal is to kill Andy, so they're its target of choice. Attacks from other characters draw its attention on its next action, especially if an attack inflicts 3+ Damage (if The Burke was actually taking Damage). If the Burke succeeds in killing Andy, it moves on to other targets.
- If it starts to feel threatened — the characters can't kill it, but it doesn't like victims who fight back — it flees, taking Andy's body with it if they're dead.
- Your aim as Storyteller is not to murder a player's character in this scene. Emphasize The Burke's invulnerability and how much damage it can do, but find an excuse to split its attention between different targets, which should keep them all alive.

At the end of round two, Dr. Arafat arrives, roaring into the parking lot in a beat-up Prius. She's here to help. She has retrieved a stone tablet that bears The Burke's surname (still Burke) from her former office on campus (see "The Stained Relics," p. XX). She thrusts it at one of the players' characters and orders them to

use it to ward off The Burke, "Or just beat the shit out of it, I don't care!" while she gives Andy first aid.

And... it works. Even the sight of the tablet stops The Burke in its tracks. Actually brandishing or attacking with it drives the monster away immediately.

Once the danger has passed, Dr. Arafat does her best to convince the Hunters to come with her back to her home office so she can explain everything, even if that means leaving Andy Green's body behind (see "The Safe House" sidebar).

### THE SAFE HOUSE

Dr. Nawra Arafat has been researching the strange events on BU's campus for years. While her progress has been limited, she has fortified her off-campus basement apartment as best she could for the final showdown she was certain would one day come. Unfortunately, she doesn't know that The Burke and its allies are aware of her hideout. After then-Professor Arafat supported a series of student protests aimed at removing several monuments (including some Stained Relics) from the campus, the Burke used his sway as an alumnus to force her to retire. His friends in campus security, including Pareson, have kept tabs on her ever since.

For the rest of the story, the Hunters gain access to this **Safe House 1 (Hidden Armory 1, Postern 2, Flaw 2: Compromised)**. If *Monster Hunting 101* is the start of a chronicle or you revisit these characters, they'll have to spend XP to retain access.

At the end of this scene, increase the Danger Tracker by +1 and, if the stone tablet Stained Relic leaves the campus, permanently reduce The Burke's Health by 2.

More importantly, the removal of a single Stained Relic from campus means The Burke is no longer invulnerable. It's still extremely dangerous, and destroying/removing relics is still the least risky way of confronting it, but it means if the characters are forced into an immediate confrontation by reaching Danger 5, they're not automatically doomed.

### STEP INTO YOUR POWER

At the end of this scene, the characters get access to their Drive and Creed, which opens up a key game mechanic. They can now use Desperation Dice (*Hunter: The Reckoning*, p. 127–128), which gives them extra dice—so more chances to succeed—on tests that align with their Creed.

They're full-fledged Hunters now.

## Act Two: The More You Know

The students are now Hunters. Now it's time for them to arm themselves with knowledge and take on their first Quarry.

### Study Buddies

This scene takes place at Dr. Arafat's apartment, which she leads them into via a concealed fire exit. The apartment is crammed with books and newspaper clippings. A gun safe with a pistol, long firearm, and ammunition is hidden behind a small green fridge. Dr. Arafat is ready to take the Hunters into her confidence now that they've seen the creature haunting the campus themselves.

### ANY QUESTIONS?

This scene can turn into a very long monologue, if the Storyteller isn't careful. It runs best as a conversation, with the Hunters asking questions and prompting Dr. Arafat for more information. To encourage this, start the scene with Dr. Arafat noting that the characters must have questions about what they saw last night, and encouraging them to ask them now.

### Spilling the Beans

Dr. Arafat tells the Hunters she's been at BU for almost 50 years. She did her undergraduate degree and obtained her PhD there, became a lecturer, eventually got tenure, and simply never left until she was pushed into retirement (shortly before the events of *Monster Hunting 101*).

When she was a student at BU, Dr. Arafat was aware of stories about a series of violent murders that occurred about a decade before she arrived. She was taken aback that such things had happened on campus, but over time the fear faded. Thirty years ago, the stories came back to her when she saw The Burke commit a murder. It was in the chapel at night, and it strangled a student named Eddie Hassun. Dr. Arafat walked in just in time to see it wrap a leather cord around Eddie's neck. She hid and kept quiet while it drank Eddie's breath and killed him. She's kept that secret for three decades because nobody ever found Eddie's body. He just disappeared.

### Crimes of the Past

Dr. Arafat goes on to explain that after killing Eddie, the creature seemed drawn to a small stone tablet on the chapel wall. When it touched the stone, its strange flesh burned. It recoiled, pained but not surprised—possibly, she thinks, disappointed—leaving a stain on the tablet. It then dragged Eddie's body off towards the chapel's transept. She snuck out of the church soon after, and the Hunters are the first people she's ever told about what she saw.

Years later, she returned to the chapel and stole the tablet. While most of the words on the tablet were worn away, she was able to decipher the name "Burke" with a rubbing. This led her to put together this safe house, quietly research the murders on campus, and the legacy of the Burke family. Dr. Arafat believes the monster is some kind of cursed ghost or something that sleeps under the University. It was awakened when this area was first settled and cleared to establish the Burke's plantation and mines. Nawra doesn't know why the monster is burned by the stone tablet, but she suspects there are other objects on the campus that are somehow

linked to the creature's crimes or origins. She correctly believes those objects can weaken, banish, or destroy it. This is key information: make sure the players understand it.

## Know Your Enemy

With Nawra's leads, the Hunters begin investigating the monster in earnest. This is a process that could take days, if not weeks. If you have time, run short scenes or montages to summarize the process. If not, just call for skill tests.

### Primary Investigation

When the Hunters use libraries, the internet, school records, or news sources to research the monster or its crimes, the Difficulty of these Academics

or Investigation (possibly Technology if they're hacking into records, but not for unprotected digital information) tests is equal to  $2 + \text{the current Danger rating}$ . The cell can use Teamwork for these rolls and the margin they accumulate above the base Difficulty is cumulative (*Hunter: The Reckoning* p. 116). Limiting the cell to one roll a day or one roll per Lead (see below) using these resources is a good rule of thumb. Hunters with Library or a similar Edge can use those abilities too.

Once the cell accumulates a margin of 10 successes, provide the information in the "We Know Who You Are" sidebar.



## WE KNOW WHO YOU ARE

The monster stalking the school is Winston Burke, the settler who stole the land on which the university now stands from its Indigenous inhabitants. His legacy is a University built on stolen land and the profit of his untold crimes, a legacy for which he has only been celebrated and memorialized, and his victims forgotten.

Now a life-stealing ghost, he uses the school as his personal hunting ground. The Stained Relics are the anchors that both tie him to the campus and give testament to his mortal and supernatural crimes. The exact nature of their power over Burke remains unknown to the Hunters. He's both psychologically drawn to supernaturally repelled by them. Some, perhaps all, burn him when touched.

## Secondary Research

Encourage the Hunters to be inventive about how they gather additional leads. They could hack into school computers, dig through the University's trash, bribe an IT tech, or break into offices and dorm rooms. Talking to faculty and students is also a viable option with Mr. Shahid, Chief Alan Pareson, and President Summers being obvious sources. These interviews use Persuasion, Insight, Intimidation, and Subterfuge tests depending on the Hunters' approach.

Assume a Difficulty of 2 for any of these avenues and give out one of the following leads on a success. A critical win in an interview or side investigation adds a success to the cell's primary investigation and grants one extra lead. While this investigation shouldn't raise any alarms if the Hunters are prudent, they could inadvertently raise Danger 1 if they reveal their true motivations to President Summers, Chief Alan Pareson, or Corny Stone, who is actually The Burke.

## LEADS

Lead	Details
Old Murders	Nearly every 30 years, BU has a spike in deaths and disappearances. There's never been a known killing in the chapel, but older faculty and staff avoid it. It's rumored to be haunted.
The Crooked Man	An urban legend from the 1930s, the Crooked Man supposedly lived in the abandoned mine northwest of the campus, though that whole area was cleared for the new administrative buildings in the 1990s.
The Charter Company	The original charter of the Burke company rests under glass in the University President's office. It used to include a notarized "list of debtors" but that was lost. A lot of school records were moved in and out of storage when the old admin buildings flooded in the 1980s.
Alumni Issues	The school's alumni are notoriously conservative and highly involved in school business. They were particularly upset when some students wanted the statue in the Law Library removed. Scanned alumni letters dating back to the 18th century are kept in the school's digital archives.
Winston Burke	The school's namesake is not actually buried in the chapel, though there used to be a memorial tablet. Someone stole it years ago. The campus is built on Burke's old plantation and the chapel used to display a weird array of torture devices, including a "strangling cord" used by Burke on his enslaved workers. The unnamed statue in the Law Library is also of Winston Burke.

## Act Three: Final Exams

The final act sees the cell tracking down the Stained Relics, dealing with the consequences of their hunt, and confronting The Burke.

## Stained Relics

The first set of scenes in this act focuses on the Hunters identifying the Stained Relics. Their locations and descriptions are in the "Stained Relics" table. The table also includes suggestions for Skills that might be useful in finding or obtaining each relic, though of course

this depends on the players' approach. The Sense the Unnatural Edge is also generally useful.

Destroying a relic or removing it from campus has the following effects:

1. Reduces The Burke's Health by 2

2. Increases Danger by 1

Reaching Danger 5 forces the Hunters into a confrontation with the monster. Tell the players each time you increase Danger but not the ultimate consequence (though of course, it's fair to tell them more Danger is bad). That way they're not oblivious to the

consequences of their actions and can make a conscious choice of whether to handle each relic as they find it, or just identify them and plan for further action.

The best outcome is for the Hunters to collect all the Stained Relics and destroy them simultaneously. This kills The Burke without forcing them to face it. It's the safest approach but it denies the players a satisfying climax (you'll need to run a cutscene to depict The Burke dying) so on balance, it's not a problem if the players don't figure this out.

## STAINED RELICS

Relic	Location	Suggested Skills	Description
Strangle cord	Hidden workshop, Chapel	Academics, Investigation	An old leather cord The Burke uses to strangle its victims. It's usually wrapped in old lace and rests on the stone altar in the secret room in the old chapel's basement. Unlike the other relics, the strangle cord doesn't cause The Burke Aggravated Health damage when the monster touches it. If it is used to strangle The Burke, it inflicts two Aggravated Health damage every round. The Burke is unaware of this property of the cord.
School charter	President's office, Old Admin	Stealth, Subterfuge	The weathered document granting Burke's charter company rights to exploit the land's bounty, including mining rights. The charter also pinpoints the old mining shaft's location where the New Admin buildings now stand. It is framed under glass in President Summer's office.
Winston Burke statue	Law Library, Quad	Awareness, Investigation	A lifesize bronze statue of Winston Burke sits on a stone plinth that dominates the Law library. The dedication plaque and restraining bolts were removed in the 1990s because of student protests, but the unlabeled statue remains even though it is unsecure, depending upon its enormous weight to keep it in place. Due to its high plinth, the statue looks down on students studying among the stacks, but its left foot is easily reached and often rubbed for luck by passing students.
Debtors' list	Storage, Dorm	Larceny, Persuasion	Tucked away in the student dormitories is a storage closet filled with old boxes and file cabinets. Among these piles is a lost document that lists the names of enslaved debtors forced to work the mines until they paid off their debts. The closet has a simple lock and any of the student dorm monitors could likely be convinced to open it with one of their keys.
Miners' chains	Security Office, New Admin	Security volunteer position, Investigation	The security office has a small patch of overgrown grass behind it used by campus security on their smoke breaks. A small stone well covered with plywood stands in the center of the wild lawn. This is the last remnant of an access shaft into the plantation's abandoned mine. At the bottom of the dry shaft is a collapsed tunnel and the scattered links of rusted iron chains. These chains were worn by a pair of enslaved miners that lost their life in the mines long ago.
Faded stone tablet	Dr. Arafat's safe house	N/A	The old chapel has quite a few plaques and headstones along its stone walls. Among these was a stone tablet covered in faded writing. Brushing aside the decades of dust and cobwebs reveals a barely legible surname among the faint script; "Burke." Dr. Arafat usually keeps this item in her old office near the Lecture Halls. If she left campus with it in Chapter Two, she keeps it in the gun safe in her safe house.
Alumni emails	Servers, Science Center	Technology	Contained among the school's digital archives are all of the alumni letters sent to the university over the years. Though the physical letters were all destroyed by flooding a few years ago, they were scanned into the digital archives in the early 2000s. While some of the most recent and inconsequential letters are open to the public, only researchers with the University president's permission have full access to these archives. Investigating the archives reveals the alumni regularly use their clout and financial leverage to encourage the administration to suppress student unionization efforts and any attempts to "pervert the school's character or deface its architecture." Destroying this archive would require the physical destruction of the school's main servers or a Difficulty 6 Technology roll. This relic is deliberately hard to destroy, to almost ensure a confrontation with the weakened Burke. However, it's easy to print out the archive and place it at the foot of the statue in the Law Library.

# Goodbye, BU

These scenes occur at specific levels of Danger. When the Danger Tracker reaches the prerequisite level, the Storyteller should run these scenes at the next appropriate opportunity.

These scenes are optional. They make the cell's work much harder and jeopardize their positions at the university. They're a great option in long-term play where you want to break the characters away from their normal lives to focus on the Hunt. They're also good for expert players who enjoy extra challenges (or who are getting through the material too quickly). For a convention game or one shot, decide whether they're likely to increase players' enjoyment or not.

**Hunted (Danger 2):** The Hunters are rounded up individually by campus security and taken to the New Administration Security Office. They are detained in a conference room for almost an hour and then released. If they question why they were held, Chief Pareson meets them in the conference room, says an anonymous tip was called in about drug dealers on campus, and presses them to reveal what they know about it. Hunters can use Insight and Subterfuge skills to determine Pareson is lying and has a hidden motive for detaining the Hunters (see "Allies and Antagonists," p. 19).

When the Hunters return to their dorm rooms, they find their rooms ransacked and overturned. They quickly discover a few personal items are missing (e.g. jewelry, watches, clothing, cellphones, headphones, meal cards, etc.).

**Suspended (Danger 3):** Campus security watch the Hunters and haul them into the President's office at the first infraction. If the Hunters don't break any rules (or don't get caught), they're blamed for unrelated acts of vandalism or theft on campus. President Summers acts contrite and offers to protect the Hunters from the stern judgment demanded by the Board of Directors and alumni for their misdeeds. Jacob Summers is a consummate politician and bureaucrat, and it is difficult for the Hunters to determine his true motives or whether he's telling the truth (see "Allies and Antagonists," p. XX).

Regardless of what they are accused of, President Summers urges the Hunters to confess and voluntarily accept a semester long suspension as punishment. They'll be allowed to gather their things and leave the

campus within 24 hours. If they refuse or protest their innocence, President Summers expels them and has them immediately escorted off campus. Their dorm rooms are packed up over the course of the next week and mailed to their families or guardians. In either case, the Hunters now need Stealth or other means to sneak onto campus to continue their work, or risk being arrested and turned over to the local police.

**Framed (Danger 4):** The Burke murders another student or anonymously reveals the location of Amanda Tate's body to the police. It plants evidence stolen from one or more of the Hunters in "Hunted." Hunters on campus now have to evade campus security and the police.

While The Burke doesn't reveal the location of Dr. Arafat's safe house to the authorities, a statewide manhunt begins for the entire cell unless the framed Hunter(s) turns themselves in to the police. They're held in a local jail for a few days before they receive a hearing. If the Hunters are able to clear the accused's name or post bail (requiring Resources 3), they may be able to have the accused freed before their trial. If the case goes to trial, even if The Burke is defeated, this Hunter may end up being convicted of their crimes.

## Showdown

The final fight with The Burke occurs if the Hunters collect all the Stained Relics at the base of the Law Library statue or if the Danger Tracker reaches 5. If this fight is triggered by the Danger level, it can occur on or off campus with The Burke giving little regard for eyewitnesses. Since the monster knows where Dr. Arafat's safe house is located, it could even sneak into the apartment through a drain or cracked window.

If the fight occurs in the Law Library after The Burke is summoned, it lurches out of the shadows near the statue of Winston Burke.

Allow the Hunters and the monster to be inventive in the use of the space, knocking over bookshelves, jumping from spiral staircases, or attempting to topple the statue on top of The Burke. If Dr. Nawra Arafat is with the Hunters and the fight is going poorly, she uses herself as bait to lure The Burke close to the statue in hopes that the Hunters will use the statue to destroy the monster.

# Epilogue

After the monster is defeated or escapes, the Hunters are at a crossroads. Do they try and continue their studies and their mundane lives? Or will the call of the Hunt prove too strong? They've already proven how effective they can be when they work together. If Dr. Arafat is still alive, she can connect them with other Hunters who are out there shining a light on the darkness.

# Rewards

In addition to the experience point given at the end of each Session, give players 1 experience point at the end of each act. Award an additional experience point if the cell managed to save Andy Green's life.

The cell can also gain up to 3 dots in one of the following Backgrounds as appropriate for their choices during the scenario at no cost: Contacts (BU Alumni), Resources (Bribes), Mentor (Dr. Arafat), or Safe House (Prof. Arafat's Place). If the cell takes over Prof. Arafat's off-campus apartment as their new Safe House (see *Hunter: The Reckoning*, p. 78), they can use additional experience points and Resources to modify it. Removing the Compromised Flaw from the Safe House requires destroying The Burke and using either Influence or Allies to erase police and city records.

# Extras

This section includes supporting cast as well as the Danger Tracker.

## Give Me Danger

As the scenario progresses the Hunters' actions will invariably attract the attention of The Burke and its allies. This increases the Danger Tracker (see **Hunter: The Reckoning**, p. 125) and can result in any number of consequences and increases the Difficulty of certain actions taken by the Hunters. If the Hunters fully stop their investigations for a week or go out of their way to hide their efforts, they can decrease the Danger Tracker

by one level, but this ruse will only work once against The Burke. The next time Danger increases, it will go up by +1 level. The Danger Tracker in this scenario cannot exceed 5.

As Danger increases, the cell's work gets harder and more risky. Many of the impacts are described further in "Goodbye, BU," p. 17.

### DANGER TRACKER

Danger Rating	Impact
1	The default at the start of the story.
2	<b>Watched.</b> The Burke suspects it has been noticed and tries harder to cover its tracks. It uses its connections in campus security to get regular updates on anyone snooping around or asking too many questions (see "Alan Pareson," p. XX).
3	<b>Hunted.</b> The Burke searches the Hunters' dorm rooms. It prefers to do this by bribing Chief Pareson to detain and question the Hunters, while The Burke ransacks their belongings.
4	<b>Suspended.</b> The Burke uses its influence through its old alumni identities to get the Hunters suspended and kicked off campus. Unless the Hunters have already been caught in the act of vandalizing or stealing school property, the administration pins petty crimes on them. The Hunters notice campus security actively shadowing their every move. The Hunters might have to make Stealth, Subterfuge, or Streetwise rolls to meet privately and go about their investigation.
5	<b>Framed.</b> The Burke is actively looking for ways to eliminate the Hunters without revealing itself. The monster plants evidence stolen from the Hunters' dorm rooms at one of its crime scenes and notifies the police anonymously. If the Hunters are still on campus, they have to evade the police.
	<b>Compromised.</b> If The Burke's attempt to frame the Hunters doesn't result in at least one of them getting arrested, the monster invades their safe house when it's empty or when Dr. Arafat is alone. The Burke destroys any evidence they've stored there and kidnaps Dr. Arafat in hopes this will deter the Hunters from their investigation. The Burke keeps her in the hidden workshop under the old chapel or, if that place has been discovered, the old mine shaft near the new administration building.
	<b>The Showdown.</b> The Burke attacks the Hunters the next evening around midnight regardless of where they are on or off campus. If The Burke has kidnapped Dr. Arafat, he attempts to kill her in front of the Hunters to demoralize them or use her as a bargaining chip if they have Stained Relics in their possession. He attempts to kill the Hunters (see "The Showdown", p. 17).

# The Burke

Winston Burke was a greedy, callous monster when he was alive, and his ghost is no better.

**History:** The land Burke University sits upon today used to house an English colonial fortress that was eventually abandoned after the native population in the area were ethnically cleansed and displaced off their ancestral lands by force. Winston Burke was an English settler who was granted a property charter soon after. As part of a charter company, Burke oversaw a plantation and mining concern on the land. While the mine never played out, the plantation was profitable for a time, using the industry of enslaved people and debtors sentenced to hard labor. Burke instituted cruel punishments for his workers and kept a workshop of torture devices of his own making. He designed tools to dismember, disfigure, and strangle anyone that impeded the profit of his endeavors.

After Burke passed away, the plantation became unprofitable, and the land was parceled off as the charter company was dissolved. Eventually, it became Burke University.

**Stolen Lives:** Winston Burke died, but it didn't stick. Either through demonic pact, divine curse, or pure personal evil, his ghost lingered on. Every 30 years or so, Burke returns to the university to murder seven people and renew his strength. These ritual murders empower Burke but require him to reveal his true monstrous form. He has repeated this cycle a number of times throughout the school's history and has amassed a vast fortune under a host of false identities. A select few in the school's administration suspect that something evil stalks their students, but generous alumni donations from The Burke's long line of identities have so far convinced them to never investigate their suspicions. Currently The Burke's favorite alumni identity is that of E. V. Hassun, an avid philanthropist and art collector.



For a ghost, The Burke is remarkably present in the physical world. The Burke can steal the faces and memories of the people it kills (acquisitiveness was, and is, Winston Burke's most defining personality trait) and take material form to use their identities. When it does so, there are no supernatural traces or tells to give the monster away. Killing one of its stolen forms doesn't do The Burke any harm, but it can't use that face again.

When the ghost is not on campus stalking and killing young students, The Burke chooses one of its victims' identities and lives their life to the fullest. It rarely has to resort to supernatural powers to get its way off-campus as it has built a vast store of wealth and influence through multiple stolen lifetimes.

The Burke does not often switch between skin suits off campus as it seems to make them dissolve faster and shortens the time between visits to the ghost's *alma mater*. If it was hounded by dedicated Hunters, The Burke could be forced to return to the University much sooner than it would like to recharge its powers. This could potentially lead The Burke into a trap.

**True Face:** When it returns to campus, The Burke sheds its stolen skin and takes on the look of a bent and crooked old man, his exceedingly long spine and limbs twisted at impossible angles, giving him an almost spider-like look. If he forces his curved back to stand straight, The Burke easily exceeds 9 feet in height.

The remnants of Winston Burke's mortal vanity make him oddly conscious of his tumescent and pearl-pale flesh, that make him resemble nothing more than some lost deep-sea creature.

**Territory and Influence:** The Burke is deeply connected to the school and the stolen land it sits upon. If the University is ever abandoned or closed, The Burke loses its supernatural powers or possibly even withers away completely. This is why The Burke continues to support the university financially and through his current identity's political influence. Only if the Hunters begin to collect or destroy the Stained Relics will The Burke attempt to use the school's administration to thwart them (see "Goodbye, BU," p. 17).

Though shutting down the school would be the surest way to defeat the Burke, it is likely far beyond the

Hunters' current capabilities.

**General Difficulty:** 4/2

**Common Pools:** Physical 6, Social 5, Mental 5

**Exceptional Pools:** Athletics 8, Awareness 7, Brawl 7, Stealth 8

**Health:** 14      **Willpower:** 5

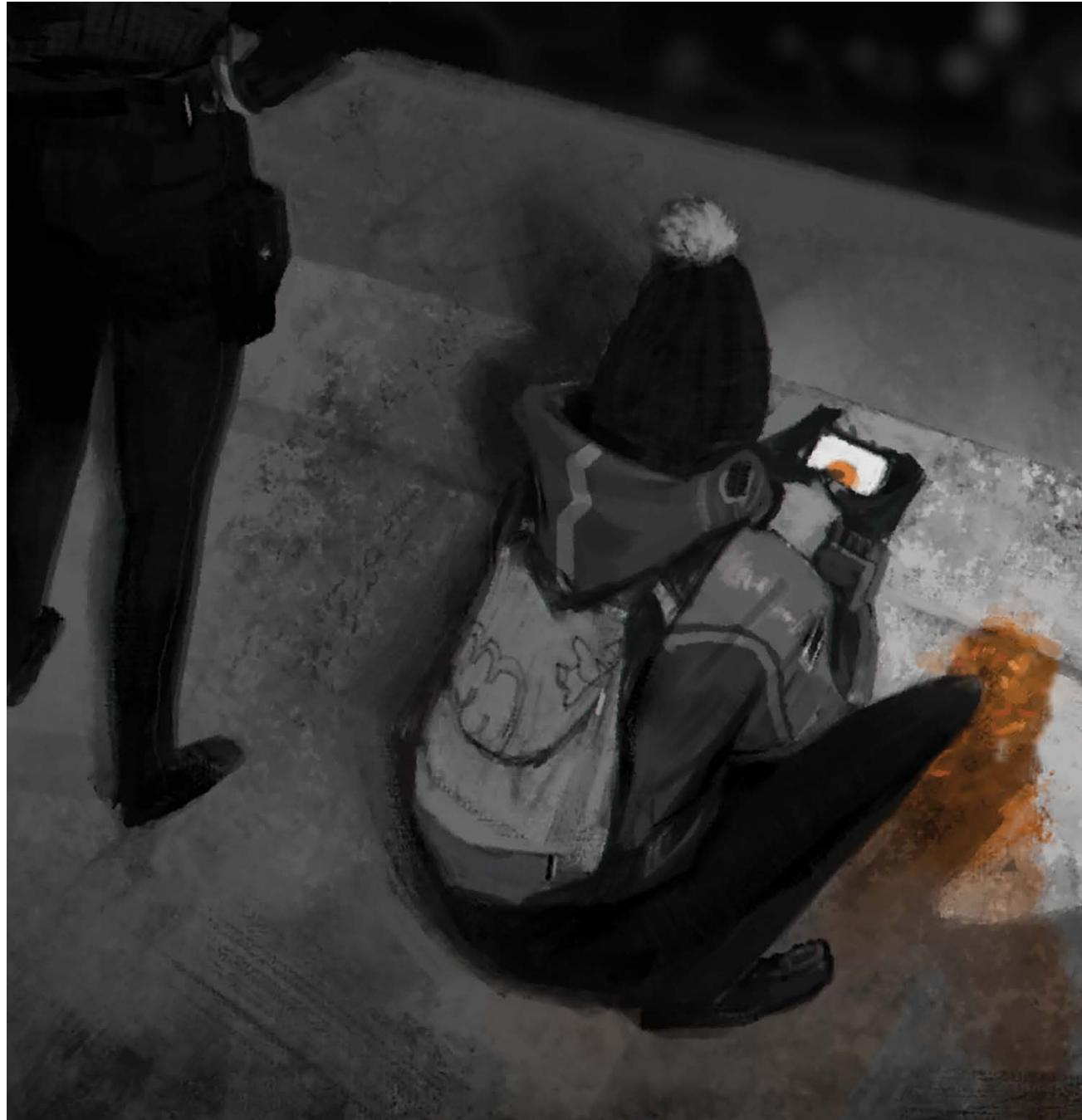
**Notes/Other Traits:**

- *Steal Breath (8):* When the Burke has an opponent grappled, it can choose to use this special attack instead of a regular strike. This deals 2 Aggravated Health damage in the first turn, regardless of margin. It deals 1 Aggravated Health damage each turn thereafter, but the Burke can't take any other action without ending the effect. Struggling free from this attack requires the expenditure of a Willpower point, as the victim begins to rapidly lose consciousness from lack of oxygen. If The Burke isn't using this strangle cord (see "Stained Relics," p. XX) for this attack, reduce its dice pool by 2 dice.
- *Regeneration:* The Burke regenerates two Aggravated wounds and all of its Superficial health damage whenever it uses its Steal Breath ability to kill a mortal victim. Even if The Burke is killed, as long as one of its Stained Relics exists on the campus, it will return at midnight the next evening. Forming from stolen breath in front of the statue of Winston Burke's plinth in the Law Library or near the faded tablet in the old Chapel.
- *Shapeshift (Flesh):* Normally The Burke can disguise itself by exhaling a "skin suit" formed from the breath of a past victim, but when it's on campus this ability is greatly curtailed. Currently, The Burke's old "skin suits" have dissolved. It can only take on the form of a victim it has recently killed on campus, and cannot make duplicates. This makes the ghost very protective of the few skin suits it has left, usually locking them in the chapel's hidden workshop while it's out hunting a new victim. This power also allows The Burke to squeeze down drains or hide behind street signs and lamp posts when not wearing a skin suit.

- *Invulnerability:* The Burke is invulnerable to all damage if all the Stained Relics are on campus. The moment one of them is destroyed or removed, reduce its maximum Health by 2. It also becomes vulnerable to damage as per Resilience.
- *Resilience:* The Burke takes Superficial Health damage from all attacks unless it's directly wounded by or forced to touch one of the Stained Relics (see

Invulnerability), which causes it to take Aggravated Health damage equal to the attack's margin of success, or one Aggravated Health damage per round if it's forced to be in contact with a Stained Relic.

- *Downfall (Stained Relics):* Destroying any of the seven Stained Relics or removing it from campus reduces The Burke's maximum Health by 2.



# Students & Staff

## Prof. Nawra Arafat

**General Difficulty:** 3/2

**Common Pools:** Physical 4, Social 3, Mental 6

**Exceptional Pools:** Firearms 6, Occult 7

**Notable Assets:** Light handgun, silver bullets, safe house

**Health:** 5      **Willpower:** 7

## President Jacob Summers

**General Difficulty:** 3/1

**Common Pools:** Physical 3, Social 6, Mental 4

**Exceptional Pools:** Academics 7, Politics 8, Occult 5

**Notable Assets:** High levels of Influence and Resources

**Health:** 4      **Willpower:** 5

## Security Chief Alan Pareson

**General Difficulty:** 3/2

**Common Pools:** Physical 4, Social 4, Mental 5

**Exceptional Pools:** Firearms 5, Politics 6

**Notable Assets:** Commands campus security, taser, zip ties, pursuit bicycle, handgun

**Health:** 6      **Willpower:** 4

## Campus Security

These traits are for professional security officers. For student volunteers, use the “Typical BU Student” profile.

**General Difficulty:** 2/1

**Common Pools:** Physical 3, Social 3, Mental 3

**Exceptional Pools:** Brawl 4, Firearms 4

**Notable Assets:** Taser, zip ties, and pursuit bicycle

**Health:** 4      **Willpower:** 2

## Detective Samantha Clarity

**General Difficulty:** 3/2

**Common Pools:** Physical 4, Social 6, Mental 5

**Exceptional Pools:** Firearms 7, Insight 6, Investigation 6

**Notable Assets:** Automatic handgun, handcuffs, flashlight, police resources and databases

**Health:** 5      **Willpower:** 6

## Police Officers

**General Difficulty:** 3/1

**Common Pools:** Physical 5, Social 3, Mental 3

**Exceptional Pools:** Firearms 6, Streetwise 5

**Notable Assets:** Automatic handgun, handcuffs, and pursuit vehicles

**Health:** 6      **Willpower:** 3

## Typical BU Student

**General Difficulty:** 2/1

**Common Pools:** Physical 4, Social 4, Mental 4

**Exceptional Pools:** Academics 6, Brawl 5, Politics 6

**Notable Assets:** None

**Health:** 5      **Willpower:** 3 ■

# Appendix: The BU Cell

The members of the BU cell are presented without information on ethnicity (though this might be inferred from their names, in some cases) and with gender neutral pronouns to allow players to customize them to suit their preferences.

## Raph Stackhouse

A rising star on the swim team with an undeclared major. Raph comes from a very conservative family and coming to BU was their first attempt at breaking free from their family's overbearing influence. Though Raph does keep their grandmother's rosary (see Artifact Edge) with them as a keepsake.

**Ambition (Desire):** Make my family proud (finish school)

**Creed:** Faithful

**Drive:** Pride

**Attributes:** Phys (Str 3 Dex 3 Sta 4), Soc (Cha 2 Man 1 Com 2), Men (Wit 2 Int 2 Res 3)

**Other Attributes:** Health 7, Willpower 5

**Touchstones:** Dr. Nawra Arafat, Auntie Smalls, Jacob Fortuna

**Skills (Specialties):** Academics 2 (Religion), Athletics 4 (Swimming), Brawl 2, Larceny 2, Insight 3, Investigation 1, Melee 3, Persuasion 3, Survival 1, Technology 1

**Edges (Perks):** Artifact (Shield), Thwart the Unnatural

**Advantages:** Allies 1 (Swim Team), Linguistics 2 (Arabic, Spanish), Looks 4

**Flaws:** Living on the Edge 2



## CHARACTER SHEET

Name Raph Stackhouse Concept Swimmer Creed Faithful  
 Cell \_\_\_\_\_ Ambition Make my family proud Desire finish school  
 Drive Pride \_\_\_\_\_ Redemption \_\_\_\_\_

### ATTRIBUTES

	Physical	Social	Mental
Strength	●●●○○	●●○○○	●●○○○
Dexterity	●●●○○	●○○○○	●●○○○
Stamina	●●●●○	●●○○○	●●●○○
Health		Willpower	Despair
□□□□□ □□■■■		□□□□□ ■■■■■	□

### SKILLS

Athletics	Swimming	●●●●○	Animal Ken	○○○○○	Academics	Religion	●●○○○
Brawl		●●○○○	Etiquette	○○○○○	Awareness		○○○○○
Craft		○○○○○	Insight	●●●○○	Finance		○○○○○
Driving		○○○○○	Intimidation	○○○○○	Investigation		●○○○○
Firearms		○○○○○	Leadership	○○○○○	Medicine		○○○○○
Larceny		●●○○○	Performance	○○○○○	Occult		○○○○○
Melee		●●●○○	Persuasion	●●●○○	Politics		○○○○○
Stealth		○○○○○	Streetwise	○○○○○	Science		○○○○○
Survival		●○○○○	Subterfuge	○○○○○	Technology		●○○○○

### EDGES AND PERKS

Artifact (Rosary as a Shield, p99)		
Thwart the Unnatural (p98)		

# HUNTER

THE RECKONING

Name Raph Stackhouse

Total Experience ..... Spent Experience .....

Chronicle Tenets	Touchstones	Creed Fields
<p>We live in a society: Work together and protect the innocent.</p> <p>Our secrets keep us safe: The greatest betrayal is revealing what we do to strangers or enemies.</p> <p>Justice is key: Stand for justice regardless of the nature of the danger.</p>	<p>Dr. Nasira Arafat</p> <p>Auntie Smalls</p> <p>Jacob Fortuna</p>	

### Advantages & Flaws

Allies (Swim Team)	● ○ ○ ○ ○
Linguistics (Arabic, Spanish)	● ● ○ ○ ○
Looks (+2 dice when appropriate)	● ● ● ● ○
	○ ○ ○ ○ ○
Living on the Edge (Flaw)	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

### Equipment


### Notes

Age
Date of birth
Appearance
Distinguishing features
History

A rising star on the swim team with an undeclared major. Raph comes from a very conservative family and coming to BU was their first attempt at breaking free from their overbearing influence. Though Raph does keep their grandmother's rosary (see Artifact Edge) with them as a keepsake.

# Sam Abuqaqa

A recent transfer student, Sam is a computer science major who doesn't like the spotlight. Their hacking skills and background have made them a person of interest in several government databases despite never having committed a crime. Sam's constant companion at BU is their freshman bestie Madison Henry.

**Ambition (Desire):** Graduate with honors (ace the group project)

**Creed:** Inquisitive

**Drive:** Curiosity

**Attributes:** Phys (Str 3 Dex 2 Sta 3), Soc (Cha 2 Man 1 Com 2), Men (Wit 3 Int 4 Res 2)

**Other Attributes:** Health 6, Willpower 4

**Touchstones:** Uncle Otto, Madison Henry

**Skills (Specialties):** Awareness 3, Brawl 2, Finance 1, Investigation 3, Larceny 1, Melee 3, Persuasion 1, Stealth 2, Streetwise 2, Technology 4 (Hacking)

**Edges (Perks):** Library (How to harm them, Where they hide)

**Advantages:** Contacts 3 (Hackers), Resources 2, Retainers 2 (Madison Henry)

**Flaws:** Person of Interest 2



## **CHARACTER SHEET**

Name Sam Abuagla

## Concept

## Creed Inquisitive

Cell

**Ambition** Graduate with honors    **Desire** Ace the climate project

Drive Curiosity

### **Redemption...**

## ATTRIBUTES

Physical	Social	Mental
Strength      ●●●○○	Charisma      ●●○○○	Intelligence      ●●●○○
Dexterity      ●●○○○	Manipulation      ●○○○○	Wits      ●●●●○○
Stamina      ●●●○○	Composure      ●●○○○	Resolve      ●●○○○
Health	Willpower	Despair
□□□□□	□■■■■	□

## SKILLS

Athletics	○○○○○	Animal Ken	○○○○○	Academics	○○○○○
Brawl	●●○○○	Etiquette	○○○○○	Awareness	●●●○○
Craft	○○○○○	Insight	○○○○○	Finance	●○○○○
Driving	○○○○○	Intimidation	○○○○○	Investigation	●●●○○
Firearms	○○○○○	Leadership	○○○○○	Medicine	○○○○○
Larceny	●○○○○	Performance	○○○○○	Occult	○○○○○
Melee	●●●○○	Persuasion	●○○○○	Politics	○○○○○
Stealth	●●○○○	Streetwise	●●○○○	Science	○○○○○
Survival	○○○○○	Subterfuge	○○○○○	Technology Hacking	●●●●○

## **EDGES AND PERKS**



Total Experience .....

Spent Experience .....

## Chronicle Tenets

## Touchstones

## Creed Fields

We live in a society: Work together and protect the innocent.	Uncle Otto	
Our secrets keep us safe: The greatest betrayal is revealing what we do to strangers or enemies.	Madison Henry	
Justice is key: Stand for justice regardless of the nature of the danger.		

## Advantages &amp; Flaws

Contacts (Hackers)	● ● ● ○ ○
Resources	● ● ○ ○ ○
Retainers (Madison Henry)	● ● ○ ○ ○
	○ ○ ○ ○ ○
Person of Interest (Flaw)	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

## Equipment


Notes	Age
	Date of birth
	Appearance
	Distinguishing features
	History A recent transfer student, Sam is a computer science major who doesn't like the spotlight. They're hacking skills and background have made them a person of interest in several government databases despite never having committed a crime. Sam's constant companion at BU is their freshmen bestie Madison Henry.s

# Mads Koenig

Mads has been going to Burke University for almost four years, but many people still treat them like a newcomer. A double major in English literature and psychology, Mads lives with a foster family near campus named the Lenders. Mads usually sleeps in the dorms though as the Lenders keep a huge stockpile of unsecured weapons in their home and it makes Mads uncomfortable.

**Ambition (Desire):** Start their own practice as a psychologist (cure your nightmares)

**Creed:** Martial

**Drive:** Atonement

**Attributes:** Phys (Str 2 Dex 2 Sta 3), Soc (Cha 2 Man 4 Com 3), Men (Wit 3 Int 2 Res 1)

**Other Attributes:** Health 6, Willpower 4

**Touchstones:** President Summers, Anders Swan, Mike Lenders

**Skills (Specialties):** Academics 1 (Psychology), Awareness 3, Firearms 2, Insight 4 (Empathy), Investigation 3, Medicine 1, Occult 2, Politics 2, Subterfuge 3, Technology 1

**Edges (Perks):** Arsenal (Team Requisition, Untraceable)

**Advantages (Type):** Contacts 3 (Book Collectors), Looks 2, Resources 2

**Flaws (Type):** Addiction 1 (Adderall/Speed), Dark Secret 1 (Haunted by night terrors)



## CHARACTER SHEET

Name Mads Konigsdotter      Concept .....      Creed .....

Cell .....      Ambition Start a psychology practice      Desire Cure your nightmares

Drive .....      Redemption .....

### ATTRIBUTES

	Physical	Social	Mental
Strength	●●○○○	●●○○○	●●●○○
Dexterity	●●○○○	●●●●○	●●○○○
Stamina	●●●○○	●●●○○	●○○○○
Health		Willpower	Despair
□□□□□ □■■■■		□□□□■ ■■■■■	□

### SKILLS

Athletics	○○○○○	Animal Ken	○○○○○	Academics	●○○○○
Brawl	○○○○○	Etiquette	○○○○○	Awareness	●●●○○
Craft	○○○○○	Insight Empathy	●●●●○	Finance	○○○○○
Driving	○○○○○	Intimidation	○○○○○	Investigation	●●●○○
Firearms	●●○○○	Leadership	○○○○○	Medicine	●○○○○
Larceny	○○○○○	Performance	○○○○○	Occult	●●○○○
Melee	○○○○○	Persuasion	○○○○○	Politics	●●○○○
Stealth	○○○○○	Streetwise	○○○○○	Science	○○○○○
Survival	○○○○○	Subterfuge	●●●○○	Technology	●○○○○

### EDGES AND PERKS

Arsenal (p90)	Team Requisition	Untraceable

# HUNTER

THE RECKONING

Name Mads Konigsdotter

Total Experience

Spent Experience

### Chronicle Tenets

We live in a society: Work together and protect the innocent.

Our secrets keep us safe: The greatest betrayal is revealing what we do to strangers or enemies.

Justice is key: Stand for justice regardless of the nature of the danger.

### Touchstones

President Summers

Anders Swan

Mike Lenders

### Creed Fields

### Advantages & Flaws

Contacts (Book Collectors)	● ● ● ○ ○
Looks (+1 die when applicable)	● ● ○ ○ ○
Resources	● ● ○ ○ ○
	○ ○ ○ ○ ○
Addiction (Adderal/Speed)	● ○ ○ ○ ○
Dark Secret (Nightmares)	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

### Equipment


### Age

### Date of birth

### Appearance

### Distinguishing features

### History

Mads has been going to Burke University for almost four years, but many people still treat them like a newcomer. A double major in English literature and psychology, Mads lives with a foster family near campus named the Lenders. Mads usually sleeps in the dorms though as the Lenders keep a huge stockpile of unsecured weapons in their home and it makes Mads uncomfortable.

### Notes

# Uva Birch

An engineering prodigy, Uva is one of the youngest students at BU but is less than a year away from completing their undergraduate degree and has already been approached by the engineering graduate school. While Uva would like to explore their options or possibly travel before continuing to grad school, they have a hard time saying no.

**Ambition (Desire):** Discover something new (make real friends)

**Creed:** Martial

**Drive:** Vengeance

**Attributes:** Phys (Str 2 Dex 3 Sta 2), Soc (Cha 1 Man 2 Com 3), Men (Wit 3 Int 4 Res 2)

**Other Attributes:** Health 5, Willpower 5

**Touchstones:** Mother Birch

**Skills (Specialties):** Athletics 2, Awareness 1, Brawl 2, Craft (Drones) 3, Drive 3, Investigation 3, Medicine 1, Stealth 1, Science 4 (Chemistry), Technology 2

**Edges (Perks):** Ordnance (exotics), Drone Jockey

**Advantages:** Linguistics 3 (Swedish, Chinese, German), Cell Chief 2, Resources 2

**Flaws:** Weak-Willed 2



## CHARACTER SHEET

Name Uva Birch

Concept Engineer

Creed Martial

Cell

Ambition Discover something new Desire Make real friends

Drive Vengeance

Redemption

### ATTRIBUTES

	Physical	Social	Mental
Strength	●●○○○	●○○○○	●●●○○
Dexterity	●●●○○	●●○○○	●●●●○
Stamina	●●○○○	●●●○○	●●○○○
Health		Willpower	
□□□□□		□□□□□	

### SKILLS

Athletics	●●○○○	Animal Ken	○○○○○	Academics	○○○○○
Brawl	●●○○○	Etiquette	○○○○○	Awareness	●○○○○
Craft Drones	●●●○○	Insight	○○○○○	Finance	○○○○○
Driving	●●●○○	Intimidation	○○○○○	Investigation	●●●○○
Firearms	○○○○○	Leadership	○○○○○	Medicine	●○○○○
Larceny	○○○○○	Performance	○○○○○	Occult	○○○○○
Melee	○○○○○	Persuasion	○○○○○	Politics	○○○○○
Stealth	●○○○○	Streetwise	○○○○○	Science Chemistry	●●●●○
Survival	○○○○○	Subterfuge	○○○○○	Technology	●●○○○

### EDGES AND PERKS

Ordinance (p92)	Exotics	
Drone Jockey (p95)		

# HUNTER

THE RECKONING

Name Uva Birch

Total Experience

Spent Experience

### Chronicle Tenets

### Touchstones

### Creed Fields

	Mother Birch	
--	--------------	--

### Advantages & Flaws

Cell Chief	● ● ○ ○ ○
Linguistics (Swedish, Chinese, German)	● ● ● ○ ○
Resources	● ● ○ ○ ○
	○ ○ ○ ○ ○
Weak-Willed	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

### Equipment


Age

Date of birth

Appearance

Distinguishing features

History

An engineering prodigy, Uva is one of the youngest students at BU but is less than a year away from completing their undergraduate degree and has already been approached by the engineering graduate school. While Uva would like to explore their options or possibly travel before continuing on to grad school, they have a hard time saying no.

Notes

# Ali Tents

Everyone knows Ali Tents. After five years in BU's theater program, Ali is still many semesters away from graduation. Ali can often be found on the quad with their emotional support ferret Bennie, holding court over a fawning audience of theater kids.

**Ambition (Desire):** Stay at BU as long as possible (become the center of attention)

**Creed:** Underground

**Drive:** Envy

**Attributes:** Phys (Str 1 Dex 2 Sta 2), Soc (Cha 4 Man 3 Com 3), Men (Wit 2 Int 2 Res 3)

**Other Attributes:** Health 5, Willpower 6

**Touchstones:** Groundskeeper Shahid, Ben

**Skills (Specialties):** Animal Ken 2, Awareness 3, Firearms 2, Melee 1, Occult 3, Performance 1 (Acting), Persuasion 4 (Flattery), Politics 3, Streetwise 2, Subterfuge 2, Technology 1

**Edges (Perks):** Beast Whisperer (Complex Commands), Sense the Unnatural

**Advantages (Type):** Allies 3 (Theater kids), Looks 4

**Flaws (Type):** Addiction 1 (Adderall/Speed), Stalkers 1



## CHARACTER SHEET

Name Ali Tents

Concept Theatre Major

Creed Underground

Cell

Stay at BU as long

Ambition as possible

Desire Become the center of attention

Drive Envy

Redemption

### ATTRIBUTES

	Physical	Social	Mental
Strength	●○○○○	●●●●○	●●○○○
Dexterity	●●○○○	●●●○○	●●○○○
Stamina	●●○○○	●●●○○	●●●○○
Health		Willpower	
□□□□□		□□□□□	
■■■■■		■■■■■	
□		□	
□		□	

### SKILLS

Athletics	○○○○○	Animal Ken	●●○○○	Academics	○○○○○
Brawl	○○○○○	Etiquette	○○○○○	Awareness	●●●○○
Craft	○○○○○	Insight	○○○○○	Finance	○○○○○
Driving	○○○○○	Intimidation	○○○○○	Investigation	○○○○○
Firearms	●●○○○	Leadership	○○○○○	Medicine	○○○○○
Larceny	○○○○○	Performance Acting	●○○○○	Occult	●●●○○
Melee	●○○○○	Persuasion Flattery	●●●●○	Politics	●●●○○
Stealth	○○○○○	Streetwise	●●○○○	Science	○○○○○
Survival	○○○○○	Subterfuge	○○○○○	Technology	●○○○○

### EDGES AND PERKS

Beast Whisperer (Ferrets, p96)	Complex Commands	
Sense the Unnatural (p97)		

# HUNTER

THE RECKONING

Name Ali Tents

Total Experience

Spent Experience

### Chronicle Tenets

We live in a society: Work together and protect the innocent.

Our secrets keep us safe: The greatest betrayal is revealing what we do to strangers or enemies.

Justice is key: Stand for justice regardless of the nature of the danger.

### Touchstones

Groundskeeper Shahid

Ben

### Creed Fields

### Advantages & Flaws

Allies (Theatre Kids)	● ● ● ○ ○
Looks (+2 dice when appropriate)	● ● ● ● ○
	○ ○ ○ ○ ○
Addiction (Adderal/Speed)	● ○ ○ ○ ○
Stalkers	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

### Equipment

Notes	Age
	Date of birth
	Appearance
	Distinguishing features
	History Everyone knows Ali Tents. After five years in BLU's theater program, Ali is still many semesters away from graduation. Ali can often be found on the quad with their emotional support ferret Bennie, holding court over a fawning audience of theater kids.

# Andy Green

A second-year law student who finally has enough free time to make some friends. Andy grew up poor in New Orleans, but their full scholarship and part time work as a teacher's aide has them feeling flush for the first time in their life.

**Ambition (Desire):** Move up in the world (maintain scholarship money)

**Creed:** Entrepreneurial

**Drive:** Greed

**Attributes:** Phys (Str 3 Dex 4 Sta 2), Soc (Cha 3 Man 2 Com 1), Men (Wit 2 Int 3 Res 2)

**Other Attributes:** Health 5, Willpower 3

**Touchstones:** President Summers, Groundskeeper Shahid

**Skills (Specialties):** Academics 4 (Law), Athletics 3, Awareness 1, Firearms 2, Intimidation 2, Occult 1, Politics 3 (Gossip), Stealth 3, Streetwise 2, Technology 1

**Edges (Perks):** Library, Sense the Unnatural (Handsfree)

**Advantages:** Linguistics 2 (Latin, French), Contacts (Drug Dealers) 2, Resources 3

**Flaws:** Severe Addiction 2 (Adderall/Speed)



## CHARACTER SHEET

Name Andy Green      Concept Law Student      Creed Entrepreneurial  
 Cell      Ambition Graduate with honors      Desire Ace the climate project  
 Drive Greed      Redemption

### ATTRIBUTES

	Physical	Social	Mental
Strength	●●●○○	●●●○○	●●●○○
Dexterity	●●●●○	●●○○○	●●○○○
Stamina	●●○○○	●○○○○	●●○○○
Health		Willpower	Despair
□□□□□    ■■■■■		□□□■■■■	□

### SKILLS

Athletics	●●●○○	Animal Ken	○○○○○	Academics Law	●●●●○
Brawl	○○○○○	Etiquette	○○○○○	Awareness	●○○○○
Craft	○○○○○	Insight	○○○○○	Finance	○○○○○
Driving	○○○○○	Intimidation	●●○○○	Investigation	○○○○○
Firearms	●●○○○	Leadership	○○○○○	Medicine	○○○○○
Larceny	○○○○○	Performance	○○○○○	Occult	●○○○○
Melee	○○○○○	Persuasion	○○○○○	Politics Gossip	●●●○○
Stealth	●●●○○	Streetwise	●●○○○	Science	○○○○○
Survival	○○○○○	Subterfuge	○○○○○	Technology	●○○○○

### EDGES AND PERKS

Library (p93)		
Sense the Unnatural (p97)	Handsfree	

# HUNTER

THE RECKONING

Name Andy Green

Total Experience

Spent Experience

### Chronicle Tenets

We live in a society: Work together and protect the innocent.

Our secrets keep us safe: The greatest betrayal is revealing what we do to strangers or enemies.

Justice is key: Stand for justice regardless of the nature of the danger.

### Touchstones

President Summers

Groundskeeper Shahid

### Creed Fields

### Advantages & Flaws

Contacts (Drug Dealers)	● ● ○ ○ ○
Linguistics (Latin, French)	● ● ○ ○ ○
Resources	● ● ● ○ ○
	○ ○ ○ ○ ○
Severe Addiction (Adderall/Speed)	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

### Equipment


### Notes

Age

Date of birth

Appearance

Distinguishing features

History

A second-year law student who finally has enough free time to make some friends. Andy grew up poor in New Orleans, but their full scholarship and part time work as a teacher's aide has them feeling flush for the first time in their life.