

SEASON FOUR

PLAY RENEGADE

A STORY FOR HUNTER THE RECKONING

# LIFE IMITATES ART

HUNTER  
THE RECKONING



# HUNTER

THE RECKONING

## LIFE IMITATES LIFE

**Author:** Travis Legge

**Developer:** Juhana Pettersson

**Producer:** Kevin Schluter

**Art Director and Graphic Design:** Sarah Robinson

**Cover:** Nevat Aydin

**Illustrators:** Nevat Aydin, Peter Bergting, Krzysztof Bieniawski, Maichol Quinto, Erlig Saevarsson, Darko Stojanovic, and Adam Vick

**Copy & Cultural Editing:** Stephanie Cohen

**Proofreader:** Scott Thomas

### World of Darkness Brand Management

**Vice President:** Sean Greaney

**Editor:** Karim Muammar

**Art Director:** Tomas Arfert

**Marketing Manager:** Jason Carl

**Partnerships Manager:** Dhaunae De Vir

**Community Developer:** Martyna "Outstar" Zych

**Licensing Manager:** Nikola Filipov

**Campaign Manager:** Viktor Bovallius

**Community Manager:** Debbie Lane

### Renegade Game Studios

**President & Publisher:** Scott Gaeta

**Finance Controller:** Robyn Gaeta

**Vice President of Operations:** Leisha Cummins

**Vice President Sales:** Andrew Lupp

**Senior Producer, Board & Card Games:** Dan Bojanowski

**Producer, RPGs:** Kevin Schluter

**Associate Producer, Board & Card Games:** Kane Klenko

**Associate Producer, Heroscape:** Lee Houff

**Associate Producer, RPGs:** Ben Heisler

**Director of Visual Design:** Anita Osburn

**Creative Director, Games:** Jeanne Torres

**Creative Director, RPGs:** Sarah Robinson

**Senior Game Designer:** Matt Hyra

**Game Designers:** Alex Davy, Dylan Fernandez, Dan

Blanchett, Christopher Chung, & Sarah Rowan

**Lead Developer, World of Darkness:** Juhana Pettersson

**Playtest Coordinator:** Marcus E. Burchers

**Marketing Manager:** Jordan Gaeta

**E-Commerce Manager:** Nick Medinger

**Event Manager:** Sara Erickson

**Organized Play Manager:** Trevor McGregor

**Project Manager:** Rachel Del Rio

**Customer Service Manager:** Jenni Janikowski

**Finance Specialist:** Madeline Minervini

**Creative Production:** Noelle Lopez & Gordon Tucker

**Customer Service:** Bethany Bauthues

**Community Coordinator:** Anais Morgan

**Sales & Marketing Coordinator:** Sophia Gambill

**Community Specialist:** Rina Amaranthine

This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. This book contains mature content. Reader discretion is advised.

**Hunter: The Reckoning** creators: Andrew Bates, Phil Brucato, Ken Cliffe, Greg Fountain, Ed Hall, Jess Heinig, Michael B. Lee, Richard Thomas, Mike Tinney, and Stewart Wieck.

Rules based on **Vampire: The Masquerade** 5th Edition by Martin Ericsson, Karim Muammar, and Kenneth Hite



© 2024 Paradox Interactive® AB, Vampire: The Masquerade®, and Hunter The Reckoning® are trademarks and/or registered trademarks of Paradox Interactive AB in Europe, the U.S., and other countries. © 2024 Renegade Game Studios. All Rights Reserved.

# TABLE OF CONTENTS

<b>INTRODUCTION</b>	<b>4</b>
The Hunt	4
The Victims	4
The Quarry	5
Places of Note	5
<b>CHAPTER ONE: BEDSIDE MATTERS</b>	<b>7</b>
<b>CHAPTER TWO: INVESTIGATION</b>	<b>9</b>
Arcade Rat	9
The Glyphs	9
Cool Beanz Café	10
Soung Exhibit Hall	11
<b>CHAPTER THREE: CONFRONTATION</b>	<b>13</b>
Direct Confrontation	13
Surveillance	13
Burglary and Hacking	14
The Final Confrontation	15
Denouement	16
In Chronicles	16
<b>APPENDIX ONE: ALLIES AND ANTAGONISTS</b>	<b>17</b>
School Staff	17
Campus Community	18
The Afflicted	18
The Blood Homunculus	19
<b>APPENDIX TWO: THE PLAYER'S CELL</b>	<b>21</b>
Bridget Gallagher	22
Chad Moore	25
David Cortez	28
Louis Davis	31
Samantha Alvarez	34
Terry Frang	37

# INTRODUCTION

"Who are we if we can't protect them? We have to protect them." - Evelyn, *A Quiet Place*

**Ingredients:** University campus, unexplained illness, archaeological misdeeds, cursed glyphs, a Blood Homunculus craving souls, a power-hungry anthropology professor

A place of learning or a place of death? *Life Imitates Art* is a **Hunter: The Reckoning** story set in the supposedly genteel world of a cultural history museum. A supposedly innocuous exhibit soon turns out to be something sinister.

## The Hunt

A mysterious relic has recently gone on display in Soung Exhibit Hall. Labeled "Ancient Pottery of Unknown Origin," this artifact is a clay jar with handles on either side. The markings on the jar are faded and difficult to make out, which is among the chief reasons the jar's origin hasn't yet been officially determined. The other roadblock to positively identifying the jar's origin is Dr. Sweeny, who presides over the exhibit. His cover story is that he received the jar on loan from a private collector. This is partially true; a mysterious benefactor whom Dr. Sweeny neglected to identify in any official paperwork actually provided the jar.

The jar is about two feet tall with a bulbous body and flat bottom. The handles protrude from the sides where the bulb begins sloping inward toward the top and connect to the lip of the jar's opening, which is

about eight inches in diameter. A cork plug sits in the opening where a ceramic lid may have once been used.

Shortly after the exhibit opened, students began falling into comas after viewing the display. When the relic sends a friend of the players' cell into a coma, the group realizes something nefarious is at work. The Hunters must identify the cause of this sleeping sickness and end the plague before others are injured.

## The Victims

When the story begins, three people have already fallen into inexplicable comas. The first patient, Corey Reiser, is a 23-year-old graduate student working on her master's degree in art history. She fell unconscious in the lobby of Soung Exhibit Hall two days prior. The second, Steve Edison, a 21-year-old graphic design major, fell comatose in the Levi-Strauss Gallery one day prior. Two hours before the characters arrived at Mercy Hospital, their friend Rob Bauer, a 19-year-old with an undeclared major, fell unconscious in the same gallery as Steve. Both Rob and Steve lost consciousness near the Ancient Pottery exhibit.

If the Hunters fail to discover the cause of these comas and intervene, the exhibit continues claiming victims until its nefarious purpose is complete.

## RELOCATING THIS STORY

This story is set in Generic Locale, USA. Storytellers may find the story much more poignant by adjusting a few of the locations below to real-world institutions.

**St. Paul College of the Arts** may be replaced with any local college, university, or art school. Graduate students may be fourth-year advanced undergraduates working on a senior thesis or enrolled in a nearby university that encourages them to work with outside faculty members. Sound Exhibit Hall and Levi-Strauss Gallery can be any on-campus building or library likely to house a temporary exhibit.

**Mercy Hospital** should be the local hospital closest to campus.

# The Quarry

The clay jar is a tool in a larger scheme. The professor responsible for putting the relic on display, Dr. Aldous Sweeny, is behind the events of this story. Through his studies, Dr. Sweeny discovered ancient evil in the form of a mysterious benefactor calling himself Pater Thig. Thig gave Dr. Sweeny the jar, promising great power and vast knowledge in exchange for using the relic to collect souls. The jar is a receptacle for a strange creature made of blood and driven by hunger. The creature slumbers away, locked in its clay prison. However, if Dr. Sweeny feeds the creature enough souls and observes the proper ritual when opening the relic, the creature will rise as a powerful Blood Homunculus (p. 19.)

Dr. Sweeny believes he will command this creature upon its release, granting him great power. What he doesn't know is that Pater Thig plans to use the homunculus for his own dark purposes. If the Hunters stop Dr. Sweeny from completing his plan, or release the homunculus early, Pater Thig remains in the shadows. While clues gathered throughout this story may place the hunters on Thig's trail, that pursuit is left for future tales.

# Places of Note

The action of *Life Imitates Art* takes place on and around the St. Paul College of the Arts campus. The story may take the Hunters to any or all of these locations.

## St. Paul College of the Arts

St. Paul College of the Arts is located on a 150-acre campus. Roughly 1000 students are in attendance, about a third of whom are in graduate programs. Undergraduate student housing consists of four dormitory buildings. Aside from the dorms, there are six buildings comprised of classrooms and labs, a theater, a community center, a cafeteria, and an exhibit hall.

## Arcade Rat

This arcade sits on the east edge of campus, just next to the main entrance. The sidewalk connecting Arcade Rat to the Crawford Theater provides easy access to the arcade for students on foot.

## Cool Beanz Café

Located within the campus community center, Cool Beanz Café is the campus's favorite coffee shop. Cool Beanz is a self-contained area within the building with exterior windows facing the campus and interior windows facing the inside of the building. A wooden door with a large glass pane provides entrance from the inside of the community center, whereas a solid wooden door leads out of the building onto the sidewalk running to McGraw Hall and the Crawford Theater.

## Sound Exhibit Hall

Sound Exhibit Hall is a large building containing three galleries, each in its own wing. The east wing's Van Gogh Memorial Gallery focuses on art by undergraduate students, displayed as a part of their course work. The Thompson Room, located in the north wing, focuses on traveling art shows featuring contemporary artists from around the world. The

Levi-Strauss Gallery occupies the west wing and houses anthropological and archaeological finds. Artifacts on display in Levi-Strauss are a combination of those on loan from other colleges and those discovered by the school's archaeology and anthropology department.

A lobby connects the wings and opens into a parking lot south of the building. This is where the first comatose victim was found. McGraw Hall and the Crawford Theater are across the parking lot from Soung Exhibit Hall. Following the sidewalk past McGraw Hall leads to the community center, while

going past the Crawford Theater leads to Arcade Rat on the edge of campus.

## Mercy Hospital

Located about a mile and a half west of St. Paul College of the Arts, Mercy Hospital is the largest hospital in the city. In addition to emergency services, a family practice clinic, and a world-class burn unit, Mercy boasts one of the most highly-rated Intensive Care Units in the state. ■



# Chapter One: **BEDSIDE MATTERS**

The story begins at 3:15 PM on a Thursday, when the Hunters arrive at Mercy Hospital. They've received word that Rob Bauer has fallen into coma. Rob's sister, Helena, is present and distraught. She explains that Rob suddenly fell into a coma, and volunteers that he'd been complaining of fatigue for a couple of days beforehand. Any of the players' characters with Sense the Unnatural senses three faint impressions of supernatural activity in the ICU. More like a fingerprint than a Quarry itself, with the right Perks, they're confident there are three victims nearby who were attacked or afflicted by something supernatural, but their Quarry isn't nearby.

Helena is upset but happy to see Hunters Samantha and Bridget. She's known the pair since childhood, and Rob is a Touchstone for both of them. She explains that Rob passed out in the gallery and was found by campus security. She also says the doctors have no idea what's going on but asked if Helena shares a blood type with Rob, which she does not. A Difficulty 1 Charisma + Persuasion test gets Helena to open up a little more. If the test is successful, she reveals that Rob passed out right next to a new exhibit on display from the anthropology department. Each degree of margin on the test reveals an additional one of the facts in Table 1.

**TABLE 1: PERSUASION TEST RESULTS**

MARGIN	RESULT
0	Rob passed out right next to a new exhibit on display from the anthropology department.
1	Helena overheard the nurses talking, and Rob was the third coma patient in as many days to come in from Soung Exhibit Hall.
2	The campus police closed the exhibit after these incidents, but when their investigation revealed no ongoing danger, Soung Exhibit Hall was reopened at the insistence of Dr. Sweeny from the anthropology department. Helena got this information from Officer Jackson, one of the officers who found Rob.
3	Rob had been spending a lot of time at Cool Beanz Café the past few days. He was always a bit of a coffee drinker, but he'd been going there much more frequently of late and complaining about constantly feeling tired.
4	Helena doesn't know much about the other two victims, though she's seen both at Cool Beanz Café from time to time. She also knows Steve practically lives at Arcade Rat.

At this point, the Hunters have a few avenues of investigation to pursue. They can speak to the other relatives in the ICU waiting area (see The Afflicted) though doing so yields little information. ICU policy only allows family members or clergy into the patient's rooms. The Hunters won't be able to visit Rob's room unless they can convince the nursing staff that they're family or clergy with a Difficulty 3 Manipulation + Subterfuge test. If a margin of 2 or greater is achieved

on this test, the nurse they're speaking to discloses that Rob's condition is declining, and he needs a blood transfusion. Unfortunately, Rob is type O negative, and the hospital supply is dangerously low.

Alternatively, one of the Hunters might be able to sneak into the room to try to examine Rob themselves. Doing so requires a Dexterity or Wits + Stealth check at Difficulty 4. The other members of the group can't even get to the nurse's station in the ICU to provide a distraction, let alone aid the character attempting to sneak into Rob's room. If the attempt fails, the Hunter may choose to win at a cost if they got any successes on their test. If they do, they get into the room, and can look around. However, the Hunter is caught leaving the room. The nurses call security and have the Hunters escorted out of the hospital and barred from further entry.

If one of the Hunters makes it into Rob's room, they can check Rob's chart and make an Intelligence + Medicine test at Difficulty 3 to learn the doctors have no idea why Rob is in a coma. He shows no external trauma. A margin of 1 on this test reveals that Rob is exhibiting anemia-like symptoms in addition to his comatose state. With a margin of 2 or more, the Hunter finds a note in the chart indicating that Rob's condition is indistinguishable from the other coma patients, including the unusual blood work results. The doctors recommend a blood transfusion, but Rob is type O negative, and that blood is in short supply at Mercy Hospital.

If the Hunters attempt to eavesdrop on ICU staff, a Composure + Awareness test at Difficulty 3 reveals the staff's confusion at the cause of the comas. The doctors and nurses are perplexed as they can find no medical cause for the patients' condition.

Upon completing this scene, the Hunters should realize there's something unusual about the comas. They should know that Soung Exhibit Hall is a place of interest regardless of the result of their information gathering in this scene but likely identify Arcade Rat and Cool Beanz Café as potential leads as well. ■

## THE CLOCK IS TICKING

Once the Hunters leave Mercy, a timer starts. The Hunters have 4 hours of game time before Raven falls into a coma, and 4 hours further before Angelica succumbs. Each victim beyond the third who falls into a coma increases the Danger by 1. Each time a new victim enters a coma, Helena reaches out to update the cell. When this happens, increase the cell's Desperation by 1. If all five victims fall into a coma before the Hunters discover the truth, Dr. Sweeny goes to Soung Exhibit Hall after hours to claim the relic and complete his ritual at home. If the Hunters don't prevent this ritual, the comatose patients will all die.



# Chapter Two: INVESTIGATION

The Hunters may begin their investigation in any of the three areas mentioned: the exhibit, Arcade Rat, or Cool Beanz Café. All three locations offer clues as to what is happening. The players' characters can investigate in any order they like, or they can split up to cover more ground. Each location takes a minimum of one hour of game time to investigate (a Critical Success or margin of 4 or higher on crucial tests might mean the cell can complete their investigation in half the listed time).

If they failed to discover the significance of Arcade Rat and Cool Beanz Café from their investigation in the hospital, the cell should ask around campus for information on the victims. Doing so reveals the need to examine Arcade Rat and Cool Beanz Café, though taking the time to ask around campus takes two hours.

## SUPERNATURAL ENDOWMENTS

Characters investigating with **Sense the Unnatural** may use them in relation to the glyphs. Sensing a glyph merely indicates the presence of Supernatural activity. Play up that there's supernatural activity, but that it's not localized as an individual. A force may be active here, but it's not a Quarry.

**Thwart the Unnatural** may prevent the glyphs from harming the players' characters or Storyteller characters as usual.

## Arcade Rat

When the Hunters enter Arcade Rat, they arrive during a slow period. The proprietor, Sal, is available to talk but can offer little information. He confirms

all three coma patients have been at the arcade within the past week or so. He also complains about them constantly leaving cups from Cool Beanz Café laying around the arcade. "I don't know what those kids are drinking," Sal says, "but it damn sure isn't coffee! They all seem half asleep when they come in."

Insight tests or any other means of trying to detect deception indicate that Sal's responses are truthful. Sal has no problem with the Hunters looking around but cautions them to try not to get fingerprints on the Plexiglas case around his fully restored Galaxy Game console.

After 30 minutes or so of searching, a Resolve + Investigation test at Difficulty 3 reveals some odd glyphs carved into video game cabinets on either side of the glass case displaying the vintage 1972 game. A margin of 1 reveals these were carved with a utility knife, box cutter, or razor, as the lines are thin, precise, and difficult to spot. In fact, they're hidden on the outer sides of the consoles at about the height of the player controls. This placement guarantees someone playing the game won't see the glyphs.

## The Glyphs

Interacting with the glyphs, including studying them, requires the Hunter to test their current Willpower rating with a Difficulty equal to the number of glyphs they've interacted with previously. A win fights off any lethargy for the duration of the scene. A critical win means the Hunter is immune to the glyph's effects and needn't fear any further interactions with them in any location.

A failure results in Aggravated Willpower damage or Aggravated Health damage equal to the number of glyphs interacted with so far. This damage may be distributed between Health and Willpower at the player's choice.

An Intelligence + Occult test at Difficulty 2 confirms the glyphs resemble alchemical symbols but are some kind of bizarre, obscure offshoot. Their meaning is unclear. Additional margin on this test only further confirms the fact that these aren't normal alchemical symbols. If the Hunters make a rubbing or take a picture of the symbols, they may research at the local library, online, or using any occult tomes they may have access to. Doing so takes three hours and provides the same information as success on the test above.

### INVESTIGATING ONLINE

If any characters use the internet to investigate the glyphs, this prompts an email from an anonymous and untraceable address, which points them to a conspiracy theory site. The site has an image in a lower corner matching one of the glyphs the characters already found.

Clicking through this link reveals a page on the dark web explaining that the glyphs are an obscure magical language, used in occult blood rituals to drain energy from a victim. Some rumors suggest this type of magic can steal a person's soul. The site doesn't reveal the origin of the ritual or what such a practitioner might want with vitality drained from humans, but speculates that it's nothing good.

Storytellers may use this device to help get characters on track to complete the session on time.

Finding these symbols and recording them grants a reduction in Difficulty when researching the symbols at Soung Exhibit Hall.

There's no evidence of who created the graffiti, nor when it was placed. Neither the proprietor, Sal, nor any of his employees know when the markings were made. If questioned, Sal points out that he has loads of college kids, and sometimes even the faculty in the arcade most nights. On a busy night someone could have vandalized two cabinets and avoided notice while doing so.

If the cell failed to learn about Cool Beanz Café at the ICU, Sal's mention of the cups carried in by the victims should be enough to prompt them to investigate the coffee shop.

# Cool Beanz Café

When the Hunters arrive at Cool Beanz, the proprietor, Winter Ekşi, is working alone. A dozen students are at the coffee shop and most of the seats are occupied. Upon entering the shop, each Hunter can make an Intelligence + Awareness or Wits + Insight test at Difficulty 2. Success on this test reveals that students sitting at three of the tables appear more sluggish than everyone else. Any margin on the test draws the Hunter's attention to Angelica Martínez (see The Afflicted). She looks to be on the verge of falling asleep despite drinking loads of coffee.

If the Hunters question Winter prior to discovering any graffiti, she denies noticing anything unusual. She has heard about the rash of comas and is concerned for the students but hasn't any clue as to what might be causing the problem. Intelligence + Insight tests assure the Hunters that Winter isn't trying to be deceptive. Winter also points out that many of her customers visit Arcade Rat after stopping in for coffee at the end of their day if the Hunters didn't glean that information at the ICU.

If the Hunters approach Angelica, they must succeed on a Difficulty 3 Charisma + Persuasion test to get her to open up to them. At the Storyteller's discretion, the Hunters may draw on alternative social tests, but the Difficulty remains the same. If successful, Angelica will answer their questions to the best of her ability. Any margin on their tests causes Angelica to react more enthusiastically. If the Hunters take a friendly approach, she becomes chatty. If they are flirtatious, she responds kindly and returns the tone. Any interaction with Angelica reveals that she's exhausted, which colors her responses and clues the Hunters in on her condition. Furthermore, sitting at Angelica's table counts as interacting with the glyphs (p. 9), and carries the same risks.

Questioning Angelica reveals that she feels exhausted but is unsure why. She claims that she felt fine before arriving at the coffee shop. If the Hunters attain a margin of 3 or greater on any roll while interacting with Angelica, they can convince her to seek medical attention for exhaustion. Doing so adds 12 hours to the time before she succumbs to the glyphs.

Two other tables are also affected by the glyphs. The Hunters may question the students at those tables, using the same General Difficulties as questioning Angelica, and sitting at any of these tables has the same result. These students haven't been exposed to the glyphs as much as Angelica. They complain about feeling a little tired but attribute their exhaustion to classwork.

The graffiti glyphs here are stamped onto the underside of the affected tables. Finding them requires a Difficulty 3 Resolve + Investigation test. If any Hunters sit at the affected tables, the Difficulty is reduced to 2. It's easy to tell these were made with a rubber stamp. Finding the stamp should lead to the vandal. As with the symbols at Arcade Rat, finding these glyphs and recording them offers a reduction in Difficulty when researching the symbols at Soung Exhibit Hall.

If the Hunters discover any glyph and question Winter about it, they must make a Difficulty 3 Charisma + Persuasion test, or another appropriate social test at the same Difficulty. If successful, Winter realizes that people who sit at the tables the Hunters ask about tend to buy more coffee than those who sit elsewhere. Despite this higher caffeine intake, they seem sluggish. Winter also confirms she has no idea who could have left the glyphs. If the Hunters attain any margin on these tests, Winter points out any marked tables the Hunters missed in their first pass. Each table a Hunter interacts with carries the same risk of being affected by the glyphs (p. 9.)

If the cell failed to learn about Arcade Rat at the ICU, Winter's mention of customers frequently heading there from the shop should be enough to prompt them to investigate the arcade.

# Soung Exhibit Hall

The Hunters may choose to visit Soung Exhibit Hall during normal operating hours, which are Monday through Friday from 9 AM to 7 PM or Saturday from 10 AM to 6 PM. If they visit while Soung Exhibit Hall is open, Officer Jackson and Officer Hoskins (see School Staff) are on duty, working in the Levi-

Strauss Gallery where the jar is on display. This provides the Hunters an opportunity to surreptitiously inspect the gallery and speak to the officers. If the Hunters arrive during the last hour that Soung Exhibit Hall is open, they find Dr. Sweeny there performing his subtle ritual (see Surveillance, pp. 13–14.)

To investigate the gallery while it's open, the Hunters must make Resolve + Investigation tests at Difficulty 4. This Difficulty may be reduced based on the result of investigations at the other two locations as the Hunters know what they're looking for. Success draws their attention to the jar and reveals glyphs like those found at the other two locations not on the artifact itself, but etched into the base on which the pottery sits.

Interacting with the glyphs, including studying them, carries the same risks as the glyphs in previous locations (p. 9). However, the glyphs on the jar's pedestal are more potent and dangerous. A failure on their current Willpower test results in Aggravated Willpower damage or Aggravated Health damage equal to the number of glyphs interacted with so far +1. This damage may be distributed between Health and Willpower at the player's choice. Any Hunter who loses their last Health or Willpower to



the glyphs here enters a coma. Depending on the timing, this could complete the five souls Dr. Sweeny seeks to collect.

If investigating while Soung Exhibit Hall is open, the Hunters may wish to question the campus police. Officers Hoskins and Jackson were both working when each of the victims fell unconscious. Neither have scrutinized the artifact (or much else on display here), so they've not interacted with the glyphs. Charisma + Persuasion tests, or alternate social tests at the Storyteller's discretion, at Difficulty 3 can reveal the following information:

- The only people with access to the pottery under the glass case are Dr. Sweeny and his team. A margin of 1 or more on the pertinent test reveals that Dr. Sweeny was very particular about the artifact's handling, personally placing it and sealing the glass case.
- For conservation reasons, the glass case is airtight. There's no way a contaminant could leak out. A margin of 1 or more reveals that health and safety workers came in after each incident to inspect the area. Dr. Sweeny accompanied these teams each time to personally ensure the case was still sealed properly.
- None of the victims touched the glass case. The two victims who passed out in the gallery looked like they were close to it when they fell unconscious. With a margin of 1 or more, the officers recall that Cory Reiser, the victim who passed out in the lobby, had been looking at the jar a few minutes earlier.

Investigating while Soung Exhibit Hall is open takes one hour. Add 30 minutes if the Hunters interrogate the campus police.

Breaking into Soung Exhibit Hall after hours is much more difficult. The Hunters must first succeed on a Intelligence + Larceny test at Difficulty 4 to disable the security system and break in without alerting the authorities. Once inside, they must make Resolve + Investigation tests at Difficulty 3. This Difficulty may be reduced based on the result of investigations at the other two locations as above, and interacting with the glyphs carries the same risks. An after-hours investigation also means the Hunters will need to track down the campus police separately if they wish to interrogate them. Breaking in and

investigating after hours takes only 30 minutes, though waiting for the facility to close for the day can result in wasted time.

If the characters can find a maintenance worker, faculty member, or student worker with a badge granting access to Soung Exhibit Hall after hours, they may use that badge to avoid forceful entry. Aside from Rachel Kenosha, Tariq Jalayer, and Dr. Sweeny (see School Staff, pp. 17–18), there are six maintenance workers who clean the buildings at night. Finding a maintenance worker in Crawford Theater or the community center is automatic but takes two hours. Stealing a worker's badge requires a Dexterity + Larceny test at Difficulty 3, though if the cell cooperates a few members can distract the worker, reducing the Difficulty of the Dexterity + Larceny test to 2. The party may employ similar tactics if they run into Tariq or Rachel at Dr. Sweeny's office. Stealing either student worker's badge requires the same tests and difficulties as stealing a badge from the maintenance workers. ■

### BREAKING THE JAR

The Hunters may choose to break the jar while it's still on exhibit. They may arrive at this conclusion after interrogating Dr. Sweeny or see it as an easy brute-force solution. To break the jar, the Hunters must first deal 3 damage to the case itself. Doing so sounds an alarm unless the Hunters disarm the case alarm with an Intelligence + Larceny test at Difficulty 4. If the alarm is triggered, two campus police officers arrive after three combat turns. If the Hunters get Dr. Sweeny to recover the jar for them or break the jar in Dr. Sweeny's home, they may avoid dealing with the campus police.

Breaking the jar or removing the cork releases the patients from their comas, but also unleashes the Blood Homunculus (p. 19) early. In its weakened form, reduce its General Difficulties and all pools by 1. Breaking the jar while Soung Exhibit Hall is open causes a host of problems, including having to deal with bystanders and the campus police, all of whom panic at the sight of the Blood Homunculus.

# Chapter Three: **CONFRONTATION**

At this point, the Hunters should have enough information to turn their attention toward Dr. Sweeny. They can tackle this investigation using some or all of the following approaches.

## **Direct Confrontation**

This approach puts Dr. Sweeny on guard, and he becomes hostile at any “outrageous” accusations or claims of “supernatural gobbledegook.” This is, of course, an attempt to hide his involvement. If pressed, Dr. Sweeny attempts to escape. If possible, he involves campus police, claiming the Hunters are harassing him. If the cell locates his home with a Resolve + Investigation test or an Intelligence + Technology test at Difficulty 2, or using an Edge such as Global Access, they may confront him there. If they do so before he retrieves the jar, he attempts to call the police. If he already has the jar, he instead attempts to release the Blood Homunculus to defend him.

If the Hunters can restrain or corner him, Intimidation dealing 3 or more damage to Willpower via social conflict convinces Dr. Sweeny to admit he’s been collaborating with a man online who has shown him great power. He plans to use the jar to attain that power. A critical win in such interactions reveals that breaking the jar will end the patients’ comas but will also release the creature trapped within.

Dr. Sweeny isn’t robust. 3 or more levels of damage to Health causes him to break and confess his crimes. If the Hunters browbeat Dr. Sweeny into submission, they may persuade him to collect the jar for them with no need for a roll. However, if they fail to accompany him on this errand or don’t wait for him at his home, he flees with the jar to take it home and try to complete the ritual. If Dr. Sweeny attempts the ritual before the five souls are in the jar, the Blood Homunculus breaks free, kills Dr. Sweeny, and escapes into the sewer. Tracking the creature requires a Wits + Survival test at the creature’s lower General Difficulty.

If the Hunters ask Dr. Sweeny why he used a stamp at Cool Beanz as opposed to carving the symbols in the tables as he did at Arcade Rat, he confesses that he wanted to reach a wider range of potential targets, and he felt the coffee shop was an ideal location to do so. He was scared to try carving the symbols there, so he had Tariq make the rubber stamp for him.

## **Surveillance**

The Hunters may hide out and tail Dr. Sweeny. To avoid notice, the Hunters following Dr. Sweeny must succeed on a Composure + Larceny test at Difficulty 2. If they’re noticed, the Hunters can alleviate Dr. Sweeny’s suspicions with a bit of fast talk and a Manipulation + Subterfuge test at Difficulty 3. If Dr. Sweeny notices he’s being followed and the Hunters fail to trick him into believing their presence is a coincidence, Sweeny attempts to call campus security on his cell phone. The Hunters can try to stop him by

using force, flee the area, or try to convince the campus police Dr. Sweeny is imagining things.

If the cell successfully follows Dr. Sweeny, they learn that every day after his final class ends at 4 PM, Dr. Sweeny goes to his office for sixty to ninety minutes before heading to the exhibit. While there, he walks widdershins around the vase three times, chanting in some bizarre tongue. He then leaves and goes home to his townhouse two miles outside of campus. Hunters succeeding on a Wits + Insight test at Difficulty 3 while observing Dr. Sweeny note that he seems nervous and preoccupied when not actively teaching a class or interacting with the jar. He periodically mutters to himself, especially when alone in his office, though his muttering is unintelligible to even the sharpest observer. As he approaches Sound Exhibit Hall, he seems nervous and rattled, to the point of visibly sweating. Dr. Sweeny calms down immediately upon seeing the jar safe and secure. After performing the ritual, he remains relaxed. As he leaves the jar, he's no longer muttering to himself, the vocal tic replaced with the humming of mid-1980's synth-pop tunes.

## Burglary and Hacking

The Hunters may try to break into or sneak into Dr. Sweeny's home or office.

## The Office

Dr. Sweeny's office is a sizable corner room in one of the classroom buildings. His diplomas are displayed on the walls, as are several news clippings featuring his work. In addition to the work-related décor, three posters adorn the walls, depicting album covers from musical acts Human League, New Order, and Men Without Hats. His shelves are stocked with books pertinent to his field, and his desk is messy but has a clear in-and-out box. Notably, there are no family photos anywhere in the office. He also has a record player and a milk crate full of 1980's-era vinyl behind his desk.

Finding a time when Dr. Sweeny is out of the office isn't difficult. He's got classes throughout the day and keeps office hours on Wednesdays from 9 AM to 1 PM. However, when he is out of the office from 9 AM until 7 or 8 PM, there's a good chance that either Rachel Kenosha or Tariq Jalayer (see School Staff) are present. If either is there, they'll do their best to turn the Hunters away unless the Hunters can produce a good cover story and make a Difficulty 3 Manipulation + Performance or Manipulation + Subterfuge test to convince the student worker that they're there for academic reasons such as auditing a class or thinking of switching majors. If this succeeds, whoever is present will let the Hunters into the office for a conversation about the program. Both Tariq and Rachel are aware of the rash of comas on campus, but neither realizes the jar is involved. If asked about the jar or if any connection is implied between the jar and the comas, Rachel becomes upset and asks them to leave. She has no information to share.

Tariq, on the other hand, may be convinced to confess he had a rubber stamp created with an odd marking at Dr. Sweeny's request. Getting him to



confess this requires the players enter social conflict with Tariq. Any test targeting Tariq in social conflict is Difficulty 3, with each successful test dealing one level of Superficial Willpower damage. Any margin on the test deals an additional level of damage. Once Tariq has suffered 3 levels of Willpower damage, he confesses to making the stamp but denies having any idea what the symbol was for. In this case he retrieves the rubber stamp from Dr. Sweeny's desk drawer and hands it over.

If any test in social conflict against Tariq results in total failure, he becomes angry. He throws the Hunters out of the office and will call campus security if they resist. If the cell attempts to prevent him from doing so, Tariq tries everything to avoid a physical confrontation, resorting to physical violence only if raising his voice, making a scene, or calling for help doesn't work. If forced, he fights until he's wounded, or the Hunters leave. If any roll results in a critical win, Tariq buckles and confesses.

Breaking into the office when no one is there requires a Dexterity + Larceny test at Difficulty 2. The rubber stamp Dr. Sweeny used to vandalize the tables at Cool Beanz Café is locked in the upper left drawer of his desk. Assume the Hunters are smart enough to check the desk as a matter of course, but jimmying the lock on the desk requires a Dexterity + Larceny test at Difficulty 2. Total failure on this test fails to open it and scratches up the desk, making the attempt clear to casual observation.

## Dr. Sweeny's Home

Breaking into Dr. Sweeny's home requires a Difficulty 3 Dexterity + Larceny test. A Difficulty 2 Intelligence + Investigation test reveals a small shrine in a walk-in closet in the bedroom. The walls are covered in similar glyphs, though these are harmless to observe and interact with. The closet has an altar at one end. The altar has a receptacle about the right size to hold the jar. There are more glyphs on the altar, and interacting with those has the same effects as interacting with the glyphs at the exhibit (see The Glyphs, p. 9).

If Dr. Sweeny is home when the cell arrives, or returns home to find them there, he behaves as detailed in Direct Confrontation. If less than five people have fallen into comas, and Dr. Sweeny is able to reach the jar, he removes the cork. As he does so, Sweeny curses

the cell, shouting, "You've ruined everything! Perhaps the Blood Homunculus can gather the remainder of its strength by feeding on you!" Unfortunately for Dr. Sweeny, the homunculus immediately devours him if he opens the jar without the proper ritual. This leaves the cell to watch in horror as the monster consumes Dr. Sweeny. The Blood Homunculus then changes shape, appearing as a humanoid oozing of blood bearing the facial features and roughly the same shape as Dr. Sweeny. This triggers the Final Confrontation, causing the cell to face the Blood Homunculus, albeit in a weakened state (see Breaking the Jar, p. 12).

If the Hunters manage to get the jar from Dr. Sweeny's home without his interference, they can try to open it or destroy it. Doing so releases the coma victims, provided they've not yet died. However, it also triggers the Final Confrontation, releasing the weakened and hungry Blood Homunculus.

## Hacking

There are no physical communications such as letters in either Dr. Sweeny's home or office. However, gaining access to Dr. Sweeny's email via hacking from afar with a Difficulty 5 Intelligence + Technology test, or accessing it from his home or office computer directly with a Difficulty 3 Intelligence + Technology test, provides a series of incriminating communications between Dr. Sweeny and a user referred to as "Pater Thig." These communications come from an email address of random numbers and letters. The emails suggest Dr. Sweeny must collect five souls before placing the jar on the altar. The emails promise "you'll have your reward once your task is complete." The emails also caution Sweeny to handle the jar with the utmost care as breaking it will "undo all your hard work."

## The Final Confrontation

Regardless of how the cell acquires it, once the jar is broken or opened, the blood inside congeals into a



Blood Homunculus which the cell must contend with. This creature is vulnerable to fire, sunlight, and not much else. As they confront the creature, it torments them by manifesting grotesque parodies of the faces and voices of those whose souls it fed on. This includes Rob, who is a Touchstone to both Samantha and Bridget. Hearing their friend's voice wailing in terror or seeing his face in the creature they are battling terrorizes the Hunters but may also reinvigorate them with a thirst for vengeance.

If the Blood Homunculus is released before the ritual is completed, the coma patients wake up. If the jar is shattered, they wake feeling rested and invigorated. If the jar is simply uncorked, they are groggy and listless upon waking. In this case, treat the victims as having taken their full track worth of Superficial Willpower damage. The cell is unlikely to learn of the victims' fate until after the Blood Homunculus is defeated in any case.

## Denouement

If the Hunters saved the coma patients, they may be reunited with their now-recovered friend. None of the

coma patients recall much about their experience and are unaware of the true nature of their illness. Rob and Helena are overjoyed at his recovery and remain ignorant of the truth behind the comas.

If the Hunters searched the glyphs online (p. 10), they receive a follow-up message congratulating them and implying that someone using the handle Cog will be watching them with great interest.

If the Hunters hacked Dr. Sweeny's email, they'll receive a message from the same mysterious address Pater Thig used, congratulating them on their victory and declaring that they've made a new enemy. The email signs off with "See you soon and Happy Hunting." Any further attempts to contact the email are bounced back, and no amount of online research can track the email's source.

## In Chronicles

In this story, the cell discovered the existence of Pater Thig. If the cell wants to continue pursuing that lead, digging into Dr. Sweeny's past can reveal additional clues. These clues could be the foundation of a new chronicle centered around finding and dealing with Thig. Alternatively, the chronicle could focus on other incidents and rumors around the college campus. Every college has their share of urban legends, and St. Paul College of the Arts is no different.

These elements can easily be worked into an existing chronicle as well. Folding in the events of this story can complement tales featuring even seasoned Hunters. Storytellers may choose to replace Pater Thig with an antagonist of their own choosing, perhaps even the principal antagonist of their existing chronicle. Little information is provided about Pater Thig in this story, to allow details around this mysterious manipulator to be easily edited to suit your chronicle's needs.

Several people are affected by Dr. Sweeny's scheme. Some are involved as unwitting participants, bystanders, or victims. Unless otherwise noted, the characters presented in this section use the traits of an Average Individual, with their pools left to the Storyteller's discretion. ■

## Appendix One:

# ALLIES AND ANTAGONISTS

## Average Individual

**General Difficulty:** 2/2

**Pools:** Two key action pools at 5, three at 4, four at 3

**Advantages:** up to 3 points (2 points maximum Flaws)

## School Staff

These characters work for the school.

### Dr. Aldous Sweeny

Dr. Sweeny is a Professor of Anthropology. The department's latest acquisition is Ancient Pottery of Unknown Origin which is officially on loan from an anonymous private collection. In truth, Dr. Sweeny's mysterious benefactor, Pater Thig, provided the jar along with instructions on how to activate the jar's soul-stealing capabilities.

Dr. Sweeny has been on a downward spiral for some time. He hit a low point in his career fifteen years ago when he was publicly embarrassed by the discovery of several counterfeit pieces in an exhibit he'd curated. Despite his due diligence, the forgeries made their way into the collection and were discovered. What

Dr. Sweeny doesn't know is that this bruise to his professional reputation was the first step in a long game of manipulations by Pater Thig. Since that time, Sweeny's been manipulated and deceived by the mysterious vampire. The creation of the Blood Homunculus is the ultimate step in Pater Thig's plans for the professor.

Years of manipulation have hollowed Dr. Sweeny into a shell of a man. Though his passion for anthropology and his love of popular music remains intact, he grows increasingly uncomfortable with the mundane calm of daily existence. He desires an end to the monotony and believes the jar is the key to igniting new power and passions within himself.

**General Difficulty:** 3/2

**Standard Dice Pools:** Physical 3, Social 5, Mental 6

**Secondary Attributes:** Health 4, Willpower 4

**Exceptional Dice Pools:** Academics (Anthropology) 7, Occult (Ritual) 7, Awareness 7

**Advantages:** Resources 1, Status (Professor) 2

### Rachel Kenosha

Rachel a 27-year-old Ojibwe woman and a master's candidate working as Dr. Sweeny's teaching assistant. She knows Dr. Sweeny's calendar and suspects the jar may have dubious origins, though she can only

speculate. Her suspicion is rooted in the fact that there was no meeting, transfer of custody, or acquisition on Dr. Sweeny's calendar. He just showed up with it one day and put it on display.

Rachel knows of no supernatural dealings on campus but is suspicious of Dr. Sweeny's recent behavior. Aside from putting the jar on display, Rachel has noticed recent erratic behavior from Dr. Sweeny. She initially wrote this off as stress, but with each passing day her concern grows deeper.

## Tariq Jalayer

Tariq Jalayer is a 29-year-old Iranian American Doctoral candidate under Dr. Sweeny's tutelage. Tariq is loyal to Dr. Sweeny and said loyalty blinds him to Dr. Sweeny's more erratic behavior, which Tariq ascribes to stress. Tariq knows nothing of the jar's true nature or the existence of Pater Thig.

## Officer Sandy Jackson

Officer Jackson is a new hire for the St. Paul campus police. She's 22 years old and is new to police work. She's a little naïve about processes and tends to defer to Officer Hoskins. If approached while alone or in a way that doesn't compel officer Hoskins to intervene, Sandy freely shares details of what she's seen around campus. She wants to be helpful but isn't terribly well-informed.

## Officer Ray Hoskins

Officer Ray Hoskins has been on the force for 15 years. His tenure has left him jaded, leading him to assume the worst in people or blow off serious issues as "normal college kid crap." He wants to be helpful, especially if the Hunters convince them they have some authority, press interest, or are the family of comatose students.

# Campus Community

These characters work on campus but aren't faculty or students. Their businesses serve the campus.

## Sal Ruffo

Sal owns Arcade Rat, a campus-adjacent arcade. He's a balding man in his mid-sixties with a band of gray hair along the back of his head from ear to ear and a fluffy gray mustache. Arcade Rat is popular with the students. Several clubs rent out Arcade Rat for events. If they don't mess up his collection of fully restored arcade cabinets, Sal's happy to have the business. Sal is oblivious to the wave of comas and will be appalled to learn of it.

## Winter Ekşî

Winter owns Cool Beanz Café and can be found working there most afternoons and evenings. She's owned the coffee shop since the 1990s and there's little happening on campus about which she doesn't hear. She feels terrible about the coma patients but is unaware of the role her shop plays in their suffering.

## The Afflicted

These characters are affected by the jar. The first three victims—Corey Reiser, Steve Edison, and Rob Bauer—are already comatose when the Hunters arrive at Mercy Hospital. The others, Raven Carter, and Angelica Martínez, have both suffered the effects of multiple exposures to the glyphs, but haven't yet visited Soung Exhibit Hall and therefore haven't fallen into comas yet.

## Corey Reiser

Corey leads an athletic lifestyle and is in incredible shape. This granted her the strength to fend off the jar's effects long enough to make her way to the lobby before passing out. Her mothers, Sarah, and Jolene, are present at the hospital, having flown in from their home out of state. They are distraught and have no information of value to the investigation.

## Steve Edison

Steve is enthusiastic about his art, but sometimes a little more passionate about video games. He's usually at Arcade Rat when he isn't in his dorm room working on an assignment or popping into Cool Beanz for caffeine to fuel his late nights. He'd been at the gallery to look for inspiration for a mock ad campaign he needed to turn in as his midterm project when he fell under the jar's spell. No one from Steve's family is present when the Hunters arrive at the hospital.

## Rob Bauer

Rob is a 19-year-old sophomore who has yet to declare a major. He chose to attend St. Paul's rather than community college to remain close to his older sister, Helena. Rob and Helena get along well, though Helena fears Rob's lack of direction is a problem. Tensions between the siblings have risen recently as a result.

Rob is close friends with Bridget Gallagher and Sam Álvarez (in the pre-generated Hunter cell). They met in school and have remained friends ever since, though classes have kept Rob busy lately. Bridget hasn't been available either, due to hunting, so she may feel some guilt over Rob's situation.

## Raven Carter

Raven is a 23-year-old Art History major. Raven and Helena know one another in passing but aren't close. Raven studies at Cool Beanz Café, relying on the steady stream of caffeine to keep them fueled and focused.

Thanks to exposure to the glyphs there, Raven is ripe to be reaped by the jar. However, when the story begins, Raven hadn't yet made their way to Soung Exhibit Hall.

## Angelica Martinez

Angelica is a 21-year-old art student with a focus on illustration. She's rarely seen without a sketchbook and a knapsack full of art supplies. She sketches patrons at Cool Beanz Café, which is where the Hunters first encounter her (p. 10). If the Hunters discover her deteriorating condition or destroy the jar before she makes her way to Soung Exhibit Hall, she may be spared falling into a coma.

## The Blood Homunculus

The Blood Homunculus is a creature created through ancient magic and imprisoned in the ancient jar on display. It steals the souls of those who've been exposed to glyphs scattered across campus. Once it has collected five souls and is released, it bonds with a human host granting them access to its power. A vampire may then feed upon that human host to gain a significant boost in power. The human host dies in the process, a fact Pater Thig has neglected to mention to Dr. Sweeny.

**General Difficulty:** 4 / 2

**Standard Dice Pools:** Physical 8, Social 4, Mental 4

**Secondary Attributes:** Health 4, Willpower 4

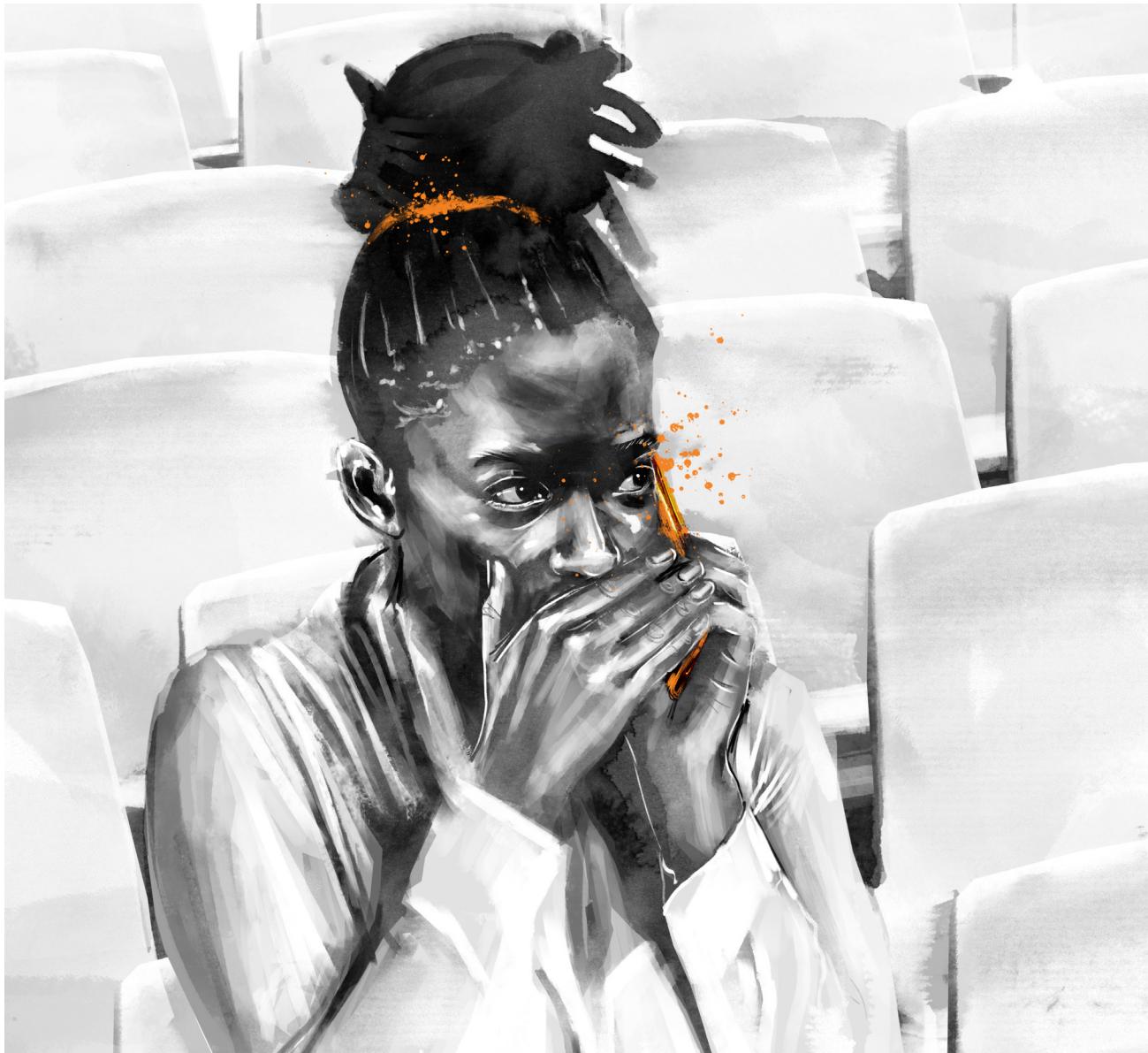
**Exceptional Dice Pools:** Athletics (moving along any surface) 9, Brawl 9, Stealth 9

*\*Add +1 per level of Danger.*

### Notes/Other Traits:

**Onslaught:** The Blood Homunculus can attack all targets within melee range with a single attack.

**Regenerate:** The creature regains 2 Health per turn. Superficial damage is regained first, followed by aggravated damage. Damage inflicted from fire or sunlight cannot be regenerated by this ability.



**Resilience:** The creature treats all damage as superficial damage unless it belongs to one of its Vulnerabilities (see below).

**Repelled:** The creature cannot move within arm's length of fire or sunlight. If forced into this area the creature must make every effort to retreat, suffering a level of Aggravated Health damage per turn until they have withdrawn.

**Vulnerability:** Damage from fire or sunlight is treated as Aggravated, even if the creature is Resilient, and the damage cannot be Regenerated.

In combat, the Blood Homunculus takes full advantage of its liquid form, attacking all comers with its Onslaught ability. If released via ritual, the creature

is driven by instinct to bond with the ritualist who released it. Such bonding requires physical contact and takes 1 turn to complete. The creature instinctively knows the direction and distance to the person who freed it and will attempt to kill anyone who interferes with its attempt to reach the ritualist.

If the Blood Homunculus is released without the proper ritual, it becomes a bloodthirsty menace, killing everything it comes across. It fears the day and will retreat to the sewers the first chance it gets. Should the Hunters fail to contain it, or fall victim to it, the creature will remain in the sewers, emerging at night to hunt for food like a twisted mockery of a vampire. ■

## Appendix Two:

# THE PLAYER'S CELL

This appendix presents a set of five ready-made Hunters for use when playing through *Life Imitates Art*.

### SUMMARY OF THE CELL

NAME	CONCEPT	CREED	DRIVE
Bridget Gallagher	Penitent Street Kid	Underground	Atonement
Chad Moore	Rebellious Academic	Entrepreneurial	Pride
David Cortez	Shepherd to the Weak	Faithful	Oath
Louis Davis	Athlete	Martial	Vengeance
Samantha Álvarez	Vivacious Neophyte	Inquisitive	Curiosity
Terry Frang	Outdoors Enthusiast	Martial	Pride



# Bridget Gallagher

## Penitent Street Kid

Bridget grew up with a single mother who worked two jobs to make ends meet. She joined a street gang when she was only 12. Bridget got into a lot of fights and quickly developed a reputation. She wasn't a particularly skilled fighter, but people thought she was fearless and brutal. By the time she was in her late teens, Bridget had the love of her gang and the respect of their enemies.

When she was 19, Bridget was approached by a mysterious older man to sell a new designer drug. This drug caused some users to hallucinate scenarios that seemed more like hauntings than bad trips. Discerning that there was something unnatural and evil about her supplier, Bridget stopped selling the drug, warned her friends about it, and went to St. Olaf's seeking redemption. There, she met the others in her cell and truly became a Hunter.

**Appearance:** Bridget is a young woman of Irish and Puerto Rican ancestry. She's got long black hair, green eyes, and tends to dress in sweatpants, hoodies, and sneakers when on the hunt.

**Distinguishing Features:** Bridget has several scars on her forearms and torso, as well as one on her left cheek. These are all from before her hunting days, derived from fights she got into when she was an active gang member.

**Creed:** Underground

**Drive:** Atonement

**Ambition:** Pay for my crimes

**Touchstones:** Father Domingo (Priest at St. Olaf's Church); Rob Bauer (Childhood friend)

**Attributes:** Strength 1, Dexterity 3, Stamina 3, Charisma 2, Manipulation 2, Composure 4, Intelligence 2, Wits 2, Resolve 3

**Secondary Attributes:** Health 6, Willpower 7

**Skills (Balanced):** Athletics 2, Brawl 1, Driving 1, Firearms 1, Larceny 2, Melee 1, Stealth 2, Survival 1; Insight (Desires) 3, Intimidation 2, Leadership 1, Streetwise 3, Subterfuge 3; Awareness 2, Occult 1

**Advantages:** Allies (Street Gang 3, Reliability 3), Fame (Street Culture) 1

**Flaws:** Person of Interest 2

**Edges and Perks:** Arsenal (Team Requisition, Special Features)

**Equipment:** Knife (light piercing) +2, Cell phone



## CHARACTER SHEET

Name Bridget Gallagher      Concept Penitent Street Kid Creed Underground  
 Cell \_\_\_\_\_ Ambition Pay for my crimes      Desire \_\_\_\_\_  
 Drive Atonement      Redemption Protect someone from the quarry.

### ATTRIBUTES

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

### SKILLS

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

### EDGES AND PERKS

Arsenal (Manipulation + Streetwise)		
-Team Requisition		
-Special Features		

# HUNTER

THE RECKONING

Name Bridget Gallagher

Total Experience

Spent Experience

### Chronicle Tenets

### Touchstones

### Creed Fields

	Father Domingo - Priest at St. Olaf's Church Rob Bauer - Childhood friend	Stealth and subterfuge in service of the Hunt.
--	--	--

### Advantages & Flaws

Allies-Effectiveness (Street Gang)	● ● ● ○○
Allies-Reliability (Street Gang)	● ● ● ○○
Fame (Street Culture)	● ○○○○
	○○○○○
Flaw: Person of Interest	● ● ○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

### Equipment

Knife (Light Piercing) +2	
Cell phone	

Notes	<p>Age 20</p> <p>Date of birth</p> <p>Appearance</p> <p>Bridget is a young woman of Irish and Puerto Rican ancestry. She's got long black hair, green eyes, and tends to dress in sweatpants, hoodies, and sneakers when on the hunt.</p> <p>Distinguishing features</p> <p>Bridget has several scars on her forearms and torso, as well as one on her left cheek. These are all from before her hunting days, derived from fights she got into when she was an active gang member.</p> <p>History</p> <p>Bridget grew up with a single mother who worked two jobs to make ends meet. She joined a street gang when she was only 12. Bridget got into a lot of fights and quickly developed a reputation. She wasn't a particularly skilled fighter, but people thought she was fearless and brutal. By the time she was in her late teens, Bridget had the love of her gang and the respect of their enemies. When she was 19, Bridget was approached by a mysterious older man to sell a new designer drug. This drug caused some users to hallucinate scenarios that seemed more like hauntings than bad trips. Discerning that there was something unnatural and evil about her supplier, Bridget stopped selling the drug, warned her friends about it, and went to St. Olaf's seeking redemption. There, she met the others in her cell and truly became a Hunter.</p>
-------	--

# Chad Moore

## Rebellious Academic

Chad's childhood was spent in the library, or reading under a tree. He was an academic overachiever and at a young age showed an interest in eclectic studies that drew the attention of the local Arcanum. Chad was initiated into the Academic organization, but quickly grew disillusioned with their rules and methods. He started receiving demerits and warnings almost as soon as he joined the Org and was ejected from his position within a year. Now he seeks to put his knowledge to good use protecting people, as opposed to "sitting uselessly atop a pile of useful information" as he accuses the Arcanum of doing.

**Appearance:** Chad is a white man in his mid-thirties. His brown hair is graying at the temples and is slightly chubbier than average. He wears glasses as he's nearsighted and tends to dress in tweed jackets, button down shirts, and khakis.

**Distinguishing Features:** Chad's cuticles are often damaged and he chews them and his nails when stressed out.

**Creed:** Entrepreneurial

**Drive:** Pride

**Ambition:** Find the truth.

**Touchstones:** Carol (Chad's fiancé)

**Attributes:** Strength 2, Dexterity 2, Stamina 3, Charisma 2, Manipulation 1, Composure 3, Intelligence 2, Wits 3, Resolve 4

**Secondary Attributes:** Health 6, Willpower 7

**Skills (Specialized):** Driving 1, Melee 1; Insight 2, Persuasion 1; Academics (Research) 3, Awareness 2, Investigation (Deduction) 4, Medicine 2, Occult 3, Technology 3

**Advantages:** Influence (Academia) 1, Linguistics (Latin, Greek) 2, Nutritionist 2, Resources 2

**Flaws:** Shunned (The Arcanum) 2

**Edges and Perks:** Library (How to Halt Them, How to Harm Them)

**Equipment:** Cell phone, laptop computer, USB drives, Jeep



## CHARACTER SHEET

Name Chad Moore

Concept Rebellious Academic Creed Entrepreneurial

Cell

Ambition Find the truth.

Desire Ace the climate project

Drive Pride

Redemption Besting the quarry.

### ATTRIBUTES

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

### SKILLS

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

### EDGES AND PERKS

Library (Resolve + Academics)		
- How to Halt Them		
- How to Harm Them		

## Total Experience

## Spent Experience

## Chronicle Tenets

## Touchstones

## Creed Fields

	Carol - His fiance	Building, inventing, augmenting, or repairing while on the Hunt.
--	--------------------	--

## Advantages &amp; Flaws

Influence (Academia)	●○○○○
Linguistics (Latin, Greek)	●●○○○
Nutritionist	●●○○○
Resources	●●○○○
	●●○○○
Flaw: (Shunned) The Arcanum	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

## Equipment

Laptop computer	
USB drives	
Cell phone	
Jeep	

## Notes

Age 34

Date of birth

## Appearance

Chad is a white man in his mid-thirties. His brown hair is graying at the temples and is slightly chubbier than average. He wears glasses as he's near-sighted and tends to dress in tweed jackets, button down shirts, and khakis.

## Distinguishing features

Chad's cuticles are often damaged and he chews them and his nails when stressed out.

## History

Chad's childhood was spent in the library, or reading under a tree. He was an academic overachiever and at a young age showed an interest in eclectic studies that drew the attention of the local Arcanum. Chad was initiated into the Academic organization, but quickly grew disillusioned with their rules and methods. He started receiving demerits and warnings almost as soon as he joined the Org, and was ejected from his position within a year. Now he seeks to put his knowledge to good use protecting people, as opposed to "sitting uselessly atop a pile of useful information" as he accuses the Arcanum of doing.

# David Cortez

## Shepherd to the Weak

David grew up devout, spending much of his free time involved in church groups and extracurricular activities. When a vampire began targeting the parishioners of St. Olaf's, David hunted the creature. Along with Bridget, who had recently joined the church, and Samantha, who'd been attending since childhood, David tracked the creature to its lair. The creature slept in a mausoleum, which the group broke into. Striking while the vampire slept, the nascent cell were able to stake the creature and drag it out into the sunlight, where it burned to death. Since then David has considered cleansing his city of monstrous influence to be a divine calling.

**Appearance:** David is a tall, thin man of Mexican/Haitian heritage. He has short black hair and a thin mustache on his upper lip. He prefers to dress in black t-shirts and jeans with black leather boots, and wears a silver crucifix on a necklace.

**Distinguishing Features:** David nervously fidgets with his crucifix when stressed.

**Creed:** Faithful

**Drive:** Oath

**Ambition:** Heal my city.

**Touchstones:** Father Domingo (Priest at St. Olaf's Church)

**Attributes:** Strength 2, Dexterity 1, Stamina 2, Charisma 3, Manipulation 3, Composure 4, Intelligence 2, Wits 2, Resolve 3

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

**Skills (Specialized):** Athletics 1, Driving 1; Insight 2, Intimidation 3, Leadership 3, Persuasion (Interrogation) 4; Academics (Theology) 2, Awareness 3, Occult 2, Technology 2

**Advantages:** Allies (Church Group—Effectiveness 2, Reliability 0), Influence (Church) 1, Linguistics (Haitian Creole, Latin, Spanish), Resources 1, Safe House 1

**Flaws:** Compromised Safe House 2

**Edges and Perks:** Repel the Unnatural (Ward, Damage)

**Equipment:** Crucifix, knife (light piercing) +2, cell phone



## CHARACTER SHEET

Name David Cortez Concept Shepherd to the Weak Creed Faithful

Cell Ambition Heal my city. Desire Cure your nightmares

Drive Oath Redemption Actively uphold their oath.

### ATTRIBUTES

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

### SKILLS

Athletics	●○○○○	Animal Ken	○○○○○	Academics	Theology	●●○○○
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

Repel the Unnatural (Resolve + Occult)		
-Ward		
-Damage		

## Total Experience

## Spent Experience

## Chronicle Tenets

## Touchstones

## Creed Fields

	Father Domingo - Priest at St. Olaf's Church	Any direct conflict (physical, social, or mental) with the supernatural while on the Hunt.
--	--	--

## Advantages &amp; Flaws

Allies-Effectiveness (Church Group)	● ● ○ ○ ○
Allies-Reliability (Church Group)	○ ○ ○ ○ ○
Influence (Church)	● ○ ○ ○ ○
Ling (Haitian Creole, Latin, Spanish)	● ● ○ ○ ○
Resources	● ○ ○ ○ ○
Safe House	● ○ ○ ○ ○
	○ ○ ○ ○ ○
Flaw (Compromised Safe House)	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

## Equipment

Crucifix	
Knife (Light Piercing) +2	
Cell phone	

Notes	<p>Age 21</p> <p>Date of birth</p> <p>Appearance David is a tall, thin man of Mexican/Haitian heritage. He has short black hair and a thin mustache on his upper lip. He prefers to dress in black t-shirts and jeans with black leather boots, and wears a silver crucifix on a necklace.</p> <p>Distinguishing features David nervously fidgets with his crucifix when stressed.</p> <p>History David grew up devout, spending much of his free time involved in church groups and extracurricular activities. When a vampire began targeting the parishioners of St. Olaf's, David hunted the creature. Along with Bridget, who had recently joined the church, and Samantha, who'd been attending since childhood, David tracked the creature to its lair. The creature slept in a mausoleum, which the group broke into. Striking while the vampire slept, the nascent cell were able to stake the creature and drag it out into the sunlight, where it burned to death. Since then David has considered cleansing his city of monstrous influence to be a divine calling.</p>
-------	---

# Louis Davis

## Athlete

Louis grew up in the projects. While he was on good terms with the dominant gang in his project, he never joined. He wasn't a particularly strong student, but was a gifted athlete from childhood. He began playing baseball in a tee-ball league and continued all through his school years. He was on the verge of being recruited for the minor leagues when an assault charge took out his career at the knees. Louis found a vampire using the project as a feeding ground. When Louis caught the vampire attacking a single mother outside her apartment, he sprung into action, interrupting the assault. However, the vampire used their powers of manipulation to convince the victim to tell the police that the attack was unprovoked. Louis got a criminal record and the vampire got away.

**Appearance:** Louis is an athletic and wiry black man in his early twenties. He wears his hair in a tight fade and tends to wear a leather jacket over band t-shirts and jeans. He carries his bat when out on a hunt, or at least keeps it in a vehicle nearby.

**Distinguishing Features:** Louis has a tattoo of a panther on his left shoulder. He also has a scar on his chin from an injury sustained playing baseball in high school.

**Creed:** Martial

**Drive:** Vengeance

**Ambition:** Kill the Vampires

**Touchstones:** Billie Davis (Younger sister)

**Attributes:** Strength 3, Dexterity 3, Stamina 4, Charisma 1, Manipulation 2, Composure 2, Intelligence 2, Wits 2, Resolve 3

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

**Skills (Balanced):** Athletics 3, Brawl 3, Driving 1, Firearms 1, Larceny 2, Melee (Clubs) 3, Stealth 2; Insight 1, Intimidation 2, Streetwise 1, Subterfuge 1; Awareness 2, Investigation 2, Occult 1, Technology 1

**Advantages:** Contacts (Street gang) 3, Looks—Beautiful 2, Resources 1, Retainer (kid from the neighborhood) 1

**Flaws:** No Safe House 1, Serial Error 1

**Edges and Perks:** Artifact (Empower, Shield)

**Equipment:** Blessed baseball bat (Artifact, heavy impact) +2, cell phone



## CHARACTER SHEET

Name Louis Davis      Concept Athlete      Creed Martial  
 Cell      Ambition Kill the vamp.      Desire Make real friends  
 Drive Vengeance      Redemption Hurt their quarry.

### ATTRIBUTES

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

### SKILLS

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

### EDGES AND PERKS

Artifact (Intelligence + Occult)		
-Empower		
-Shield		

## Total Experience

## Spent Experience

## Chronicle Tenets

## Touchstones

## Creed Fields

	Billie Davis - Younger sister	Physical conflict while on the Hunt (which need not be with the quarry itself, or even the supernatural).
--	-------------------------------	---

## Advantages &amp; Flaws

Contacts (Street gang)	● ● ● ○ ○
Looks	● ● ○ ○ ○
Resources	● ○ ○ ○ ○
Retainer (Kid from the neighborhood)	● ○ ○ ○ ○
	○ ○ ○ ○ ○
Flaw: No Safe House	● ○ ○ ○ ○
Flaw: Serial Error	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

## Equipment

Blessed Baseball Bat (Artifact)	
Heavy Impact +2	
Cell phone	

## Notes

Age 22

Date of birth

## Appearance

Louis is an athletic and wiry black man in his early twenties. He wears his hair in a tight, fade and tends to wear a leather jacket over band t-shirts and jeans. He carries his bat when out on a hunt, or at least keeps it in a vehicle nearby.

## Distinguishing features

Louis has a tattoo of a panther on his left shoulder. He also has a scar on his chin from an injury sustained playing baseball in high school.

## History

Louis grew up in the projects. While he was on good terms with the dominant gang in his project, he never joined. He wasn't a particularly strong student, but was a gifted athlete from childhood. He began playing baseball in a tee-ball league and continued all through his school years. He was on the verge of being recruited for the minor leagues when an assault charge took out his career at the knees. Louis found a vampire using the project as a feeding ground. When Louis caught the vampire attacking a single mother outside her apartment, he sprung into action, interrupting the assault. However, the vampire used their powers of manipulation to convince the victim to tell the police that the attack was unprovoked. Louis got a criminal record and the vampire got away.

# Samantha Alvarez

## Vivacious Neophyte

Samantha's family moved here from Brazil when she was three. They moved in next door to the Bauer family. Samantha became fast friends with Rob and Helena Bauer, and their friendship persisted throughout their school years. She and Rob were also friends with Bridget Gallagher in grade school, though they grew apart from Bridget as she became involved with gangs.

Samantha has been a parishioner at St. Olaf's since arriving in America, though in her teen years she decided that she could party hard all weekend as long as she made it to confession. When Bridget came to the church for help, Samantha tried to act as a mentor, helping her stay out of trouble. When David discovered the vampire preying on the congregation, Samantha and Bridget accompanied him on the hunt. They've been practically inseparable since.

**Appearance:** Samantha is a stunning fawn-skinned Pardo Brazilian woman with short brown hair. She's 20 years old, has six pack abs and a healthy curvaceous body despite nearly zero effort on her part.

**Distinguishing Features:** Samantha is remarkably beautiful and could be a supermodel. Even dressed in plain clothes with no makeup, she turns heads wherever she goes. Her distinctive appearance often proves a burden on the hunt.

**Creed:** Inquisitive

**Drive:** Curiosity

**Ambition:** Solve the mystery

**Touchstones:** Father Domingo (Priest at St. Olaf's Church), Rob Bauer (Childhood friend)

**Attributes:** Strength 2, Dexterity 1, Stamina 2, Charisma 2, Manipulation 2, Composure 3, Intelligence 3, Wits 4, Resolve 3

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

**Skills (Jack of all trades):** Athletics 1, Brawl 1, Craft (Design) 1, Firearms 1, Larceny 1, Melee 2, Stealth 1, Survival 1; Insight 2, Intimidation 1, Leadership 2, Persuasion 2, Streetwise 1, Subterfuge 1; Academics (Art History) 2, Awareness 2, Investigation (Paranormal Mysteries) 3, Medicine 2, Occult 2

**Advantages:** Contacts (Local bars and clubs) 2, Looks—Stunning 4, Resources 1

**Flaws:** Living on the Edge 2

**Edges and Perks:** Artifact (Empower, Shield)

**Equipment:** Cell phone, lighter, knife (light piercing) +2



## CHARACTER SHEET

Name Samantha Álvarez Concept Vivacious Neophyte Creed Inquisitive  
 Cell Ambition Solve the mystery. Desire  
 Drive Curiosity Redemption Uncover new information

### ATTRIBUTES

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

### SKILLS

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

### EDGES AND PERKS

Sense the Unnatural (Wits + Occult)		
-Precision		
-Handsfree		

## Total Experience

## Spent Experience

## Chronicle Tenets

## Touchstones

## Creed Fields

	Father Domingo – Priest at St. Olaf's Church Rob Bauer – Childhood friend	Gaining information while on the Hunt, such as research, breaking and entering, and interrogation.
--	--	--

## Advantages &amp; Flaws

Looks	●○○○○
Resources	●●●●○
Contacts	●○○○○
	○○○○○
Flaw: Living on the Edge	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

## Equipment

Lighter	
Knife (Light Piercing) +2	
Cell phone	

Notes	<p>Age 20</p> <p>Date of birth</p> <p>Appearance</p> <p>Samantha is a stunning, fawn-skinned Pardo Brazilian woman with short brown hair. She's 20 years old, has six pack abs and a healthy curvaceous body despite nearly zero effort on her part.</p> <p>Distinguishing features</p> <p>Samantha is remarkably beautiful and could be a supermodel. Even dressed in plain clothes with no makeup, she turns heads wherever she goes. Her distinctive appearance often proves a burden on the hunt.</p> <p>History</p> <p>Samantha's family moved here from Brazil when she was three. They moved in next door to the Bauer family. Samantha became fast friends with Rob and Helena Bauer, and their friendship persisted throughout their school years. She and Rob were also friends with Bridget Gallagher in grade school, though they grew apart from Bridget as she became involved with gangs.</p> <p>Samantha has been a parishioner at St. Olaf's since arriving in America, though in her teen years she decided that she could party hard all weekend as long as she made it to confession. When Bridget came to the church for help, Samantha tried to act as a mentor, helping her stay out of trouble. When David discovered the vampire preying on the congregation, Samantha and Bridget accompanied him on the hunt. They've been practically inseparable since.</p>
-------	--

# Terry Frang

## Outdoors Enthusiast

Terry was spending a week at their cabin when they came upon a strange wolf-like creature in the woods. The creature chased Terry, but due to some quick thinking, Terry was able to bait the thing into a hunting trap they'd set previously. Terry then unloaded their sidearm into the monster, but the beast survived, snarling and spitting at its captor. Terry ran back to their cabin to retrieve a rifle, but when they returned, the beast was gone. Upon returning to the city, Terry visited St. Olaf's. Though they'd never been particularly devout, they remembered Father Domingo as a kind and understanding man. Once they told Father Domingo what had happened, he introduced Terry to the rest of the cell.

**Appearance:** Terry is a fawn-skinned nonbinary person with black hair and blue eyes. They keep their hair cropped close on the back and sides, with a slightly longer coif of spiky hair on top. They have a wiry, athletic build.

**Distinguishing Features:** Terry tends to dress in army surplus clothing and is rarely seen without a knapsack full of gear nearby.

**Creed:** Martial

**Drive:** Pride

**Ambition:** Cleanse the county.

**Touchstones:** Father Domingo (Priest at St. Olaf's Church)

**Attributes:** Strength 3, Dexterity 2, Stamina 4, Charisma 2, Manipulation 1, Composure 3, Intelligence 2, Wits 2, Resolve 3

**Secondary Attributes:** Health 7, Willpower 6

**Skills (Jack of all trades):** Athletics 2, Brawl 2, Craft (Weaponsmithing) 2, Driving 2, Firearms 2, Larceny 1, Melee 2, Stealth 2, Survival (Woodlands) 3; Animal Ken 2, Insight 1, Intimidation 1, Leadership 1, Persuasion 1, Streetwise 1, Subterfuge 1; Awareness 2, Investigation 1, Medicine 1, Technology 1

**Advantages:** Allies (Street Gang 3, Reliability 3), Fame (Street Culture) 1

**Flaws:** Creepy 1, Disliked 1

**Edges and Perks:** Improvised Gear (Frugal, Speed Crafting)

**Equipment:** Cell phone, .308 rifle (single-shot) +3, .357 Magnum +4, survival knife (light piercing) +2



## CHARACTER SHEET

Name Terry Frang Concept Outdoors Enthusiast Creed Martial  
 Cell  Ambition Cleanse the county Desire Ace the climate project  
 Drive Pride 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 Weaponsmithing	●●○○○	Insight	●○○○○	Finance	○○○○○
Driving	●●○○○	Intimidation	●○○○○	Investigation	●○○○○
Firearms	●●○○○	Leadership	●○○○○	Medicine	●○○○○
Larceny	●○○○○	Performance	○○○○○	Occult	○○○○○
Melee	●●○○○	Persuasion	●○○○○	Politics	○○○○○
Stealth	●●○○○	Streetwise	●○○○○	Science	○○○○○
Survival Woodlands	●●●○○	Subterfuge	●○○○○	Technology	●○○○○

### EDGES AND PERKS

Improvised Gear		
-Frugal		
-Speed Crafting		

# HUNTER

THE RECKONING

Name Terry Frang

Total Experience

Spent Experience

### Chronicle Tenets

### Touchstones

### Creed Fields

We live in a society: Work together and protect the innocent.	Father Domingo - Priest at St. Olaf's Church	Physical conflict while on the Hunt (which need not be with the quarry itself, or even the supernatural).
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.		

### Advantages & Flaws

Contacts (Prepper Community)	● ● ○ ○ ○
Resources	● ● ○ ○ ○
Safe House	● ● ● ○ ○
-Flaw (Creepy)	● ○ ○ ○ ○
Influence	○ ○ ○ ○ ○
-Flaw (Disliked)	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

### Equipment

Cell Phone	
.308 rifle (single-shot) +3	
.357 Magnum +4	
Survival Knife (light piercing) +2	

Age 22

Date of birth

### Appearance

Terry is a fawn-skinned nonbinary person with black hair and blue eyes. They keep their hair cropped close on the back and sides, with a slightly longer coif of spiky hair on top. They have a wiry, athletic build.

### Distinguishing features

Terry tends to dress in army surplus clothing and is rarely seen without a knapsack full of gear nearby.

### History

Terry was spending a week at their cabin when they came upon a strange wolf-like creature in the woods. The creature chased Terry, but due to some quick thinking, Terry was able to bait the thing into a hunting trap they'd set previously. Terry then unloaded their sidearm into the monster, but the beast survived, snarling and spitting at its captor. Terry ran back to their cabin to retrieve a rifle, but when they returned, the beast was gone. Upon returning to the city, Terry visited St. Olaf's. Though they'd never been particularly devout, they remembered Father Domingo as a kind and understanding man. Once they told Father Domingo what had happened, he introduced Terry to the rest of the cell.

### Notes