

PLAY RENEGADE

A STORY FOR HUNTER: THE RECKONING

HIS LAST TRICK

HUNTER
THE RECKONING



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HIS LAST TRICK

Written by Jose Garcia
Development: Cat Evans
Producer: Kevin Schluter
Art Director: Sarah Robinson
Graphic Design and Layout: Sarah Robinson

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Editor: Karim Muammar
Art Director: Tomas Arfert
Community Developer: Martyna "Outstar" Zych
Marketing Manager: Jason Carl
Partnerships Manager: Dhaunae De Vir
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“No performer should attempt to bite off red-hot iron unless he has a good set of teeth.” — Harry Houdini

In the town of Rochefort, Massachusetts, the famous stage magician turned “paranormal truth seeker” Aaron Phelps goes missing. He leaves behind the one mystery he couldn’t solve, a deceased occultist’s house known for its ghost sightings. Spurred on by his disappearance, the cell investigates the house, only to find operatives from a rival organization and a very real evil inside. The cell must put end the danger the house poses and escape with their lives.

THE HUNT

His Last Trick is a story for **Hunter: The Reckoning**. It's best suited for a cell of four to six Hunters who've recently awakened their Drives. It works as either a one-shot, a convention game, or an early story in a **Hunter** chronicle. Because it's designed to be suitable as a convention game, it doesn't use every rule in the core book: for example, exactly what effect a character's Creed has on gameplay isn't explained or referred to. If you have *Hunter: The Reckoning* to hand and can look up rules, great. If not, there's enough guidance and explanation in this story to keep you going.

Hunting is a school of hard knocks. There's no guide to surviving, much less fighting, the monsters living among humanity. Cells learn the laws of the Hunt by trial and error.

Hunters expect death to bring an end to the danger a monster poses. It's not always so easy. In *His Last Trick*, a cell of hunters discover a “haunted” house is actually troubled by the residual power of a long-dead

occultist, whose misguided studies brought him into contact with other realities. When he died, the magics he worked on his home deteriorated — like radioactive waste, right down to the half-life and seeping magical pollution. This story's a reminder for Hunters to make damn sure when they close a case, they don't just kick a can full of problems down the road.

MATURE CONTENT WARNING

Hunter: The Reckoning addresses the darkness of the world through horror stories. This story contains in-world references and expressions of violence, body horror, starvation, thirst, untrustworthy senses, and death. Discuss these content warnings with your group beforehand. If they make anyone uncomfortable, avoid them or replace them. The notion of being trapped in an adjacent, timeless reality is horrifying whether you need food and water or not.

Story Structure

This story has three chapters.

In “Chapter One: House Calls”, the cell arrives in town to investigate Aaron Phelps's disappearance, interviewing a remaining member of his film crew. They enter The Meadows and learn they're not alone in the house.

In “Chapter Two: House Arrest”, The Meadows seals the cell inside, and slowly transforms into its true form. The cell regroups and searches for survivors while tangling with the house's servants.

In “Chapter Three: Escape”, the cell escapes the house in one of several ways, one of which could end The Meadows's terror once and for all.

Though this story is set in a fictional New England town and the house in question has a Western design, this narrative works for any setting. A haunted house and a stage magician are easy to relocate; change the location, names and architectural details as necessary.

JUMPING IN

If the players don't have time to make their own characters for this story, we've provided a cell of six ready-to-play Hunters in "Appendix Two: Player Character Cell" on p. 20. This cell's just starting their Hunt as a group, and this story gives them a warm welcome.

The Quarry

Rochefort locals call the beautiful old mansion on the edge of town "The Meadows." No one lives there and no one has since its architect and first owner, William Sumner III, died in the early years of the twentieth century. Some say they can see Sumner's ghost in its windows. Others say doomed souls are lured into the house to join the building's legion of ghosts.

Some say Sumner was an occultist and spiritualist who sacrificed local people to power his black magics. They're right.

When Sumner died, the magic didn't. It's taken on a life of its own, and still lures in visitors to convert their life force into energy that keeps the house connected to a myriad of other realities. Unless the cell is careful, they'll be the next victims. Complicating Factors A man-eating house shaped creature is bad enough, but it gets worse.

The Reflections

The creatures The Meadows creates are not flesh and blood, and the quartz-like material that lies under their fake skin and the yellow-gray ichor that flows from their wounds might quickly tip off a Hunter to this. Their minds are mostly their own, save for a desire to get a living person alone and devour them bones and all. Some keep it under control while others revel in it. See page 18 for more information on The Reflections.

Re:Venge

The cell aren't the only people on the scene. Contractors for the first (and only) monster hunting app, Re:Venge, are on the case. They're locked and loaded, but they're ill-prepared for the horror inside. More information and traits are on page 19.

Red Flags

If you're running this story at a convention or as a one-shot, tell the players they're going to Rochefort to investigate the mysterious disappearance of famous ghost hunter Aaron Phelps in a notorious haunted house. If you're using this story in a chronicle, or just want a little more buy-in for a one-shot, consider these hooks:

- One of the Hunters grew up in Rochefort. They know the legend. "Step in the Meadows, and you don't come back." Now that's happened, maybe it's time to put an end to the legend forever.
- Several years ago, someone close to a Hunter vanished. The details of their disappearance is sketchy, and even the Hunter has a hard time remembering it. Recent events point toward The Meadows.
- A Hunter's Touchstone is a relative of Aaron Phelps. They don't trust Re:Venge or its operatives, and while they're still not sure what the Hunter and their group of weird friends really do, maybe they can help somehow. ■

Chapter One: HOUSE CALLS

The cell arrives in Rochefort, Massachusetts. They can either gather info from Phelps's film crew or head straight to The Meadows. After convincing the police chief to let them in the house or sneaking in, they realize that they're not alone and the house isn't a house.

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.

Town Limits at Sunrise

The story begins as the sun rises over the town of Rochefort, Massachusetts. If the cell's from out of town, it's been a long drive from where they were and they're finally arriving. If the cell's local, they might have gotten up early to take full advantage of the daylight. Read out or paraphrase:

Rochefort looks lovely in the morning light, its buildings bathed in warm, vivid colors. It's a moderately sized town in the middle of Western Massachusetts. It's known for three things: its botanical gardens, its cafes, and The Meadows.

The Meadows is a mansion just outside of town. They say it's haunted, and that trespassers never return. A week ago, the famous magician Aaron Phelps came here with a full film crew to debunk the legend. He vanished. You're here to figure out why, and deal with whatever's responsible for it.

The film crew is still in town, and you could ask them what happened. You could also drive straight on to the mansion and dive right in. The former could shed some more light on the situation, but the latter could save some time, maybe even Aaron's life if you're lucky.

What's your plan?

Give the players some time to get into character and discuss their next actions. If the cell can do research on the road, the Global Access or Library Edges reveal that The Meadows has a history of people vanishing in or around the house. A critical win on these Edge tests reveal odd inconsistencies in these stories, with some sources presenting the stories as legends while others report it as fact. Global Access also reveals that there is no known property holder for The Meadows.

If the cell decides to speak with the last person that saw Aaron, head into "Chatting With The Film Crew." If the cell wants to get directly to the action, go to "Entering The House."

Chatting With the Film Crew

Aaron's film crew stayed at the largest hotel in Rochefort, the Fair Valley Suites. The town's small enough anyone who drives through downtown sees the hotel, and some of the trucks from the production are still parked outside. The receptionist on call, Mary Orson, confirms the film crew is staying here but won't say where their rooms are without either a win on a Manipulation + Persuasion test (Difficulty 3) or a major bribe (which reduces the Hunter's Resources by one dot until the end of the story). The cell could also hang around the lobby's continental breakfast bar waiting for a crew member, though a security guard might check in on them if the cell is clearly armed to the teeth or belligerent. The same rolls or bribes that would appease Mary also work on the guard.

TESTS AND WINS

In **Hunter: The Reckoning**, a dice roll is referred to as a test. The player rolling gathers a number of ten-side dice equal to the Attribute + Skill (or sometimes Attribute + Advantage) required, and rolls them all. Every die showing 6 or more is a success. A roll of 10 (0 on most dice) on two dice is a Critical Win, and adds two extra successes (i.e. two for the roll, and two more for being a Critical Win, so four in total). Critical Wins sometimes also have extra effects.

Usually Difficulty is stated along with the dice pool for a test; if not, it's 1. If the player gets enough successes to equal or exceed the Difficulty of the roll, they win and get the result they want.

Either by going to his room or by waiting around, the cell encounters Ed Daly, one of Aaron's editors on the shoot. He assumes the cell are either amateur detectives or nosy locals and brushes them off with an assurance that everyone's already spoken to the police about what happened. A win on a Wits + Insight test (Difficulty 2) reveals hints of fear in his voice and

defensiveness in his gestures, suggesting he hasn't told the authorities the whole truth.

The cell doesn't have to tell Ed their life stories, but if he gets any hint that the Hunters regularly deal with the strange and unusual, he'll either ask them to accompany him to the breakfast bar in the lobby or take a table if they're already there. Once he's sure nobody except the cell is listening, he describes his experience. As Ed tells his story, describe how he grows uncomfortable, as if in increasing pain, with each new detail:

- The shoot was normal until the day Aaron disappeared. They spent a few days filming landscape shots of the town, exterior shots of The Meadows, and some interviews with locals.
- There'd been some difficulties with the authorities. No one was sure who had the permission to let the camera crew in. There were no known records of any previous attempts to film inside. The town's police chief, Pat Lynn, seemed hesitant to let them anywhere near the house at all.
- When they finally got permission from Rochefort's mayor, the crew realized that since no one on record owned the property, no one had a key for the lock. That problem solved itself when a key just showed up in Aaron's trailer. Ed's nose starts to bleed as he says this, and it keeps bleeding during the following two points.
- They filmed Aaron unlocking the door. That was going to be their "cut to commercial" shot.
- The crew set up inside the house. His first impression was that it was cleaner than he expected. Then, a little while into filming, the camera feeds burst into static and everyone heard a crash in the distance.

Ed stops here. He's bleeding out of both nostrils, and he doubles over in pain. A Hunter with Sense the Unnatural and the Range perk has a chance to pick up that something supernatural is present in this lobby. The Precise perk makes it clear that the supernatural presence isn't Ed or anyone else in this room.

The Hunters can help Ed with medical supplies, perhaps some created with Improvised Gear, and a Wits + Medicine test, Difficulty 3. A critical win not only helps him but reveals that he's experiencing symptoms

of a stroke. Once he's stabilized, he can't say much more before the hotel staff take him to the first aid office, but he adds some important details: he remembers Aaron helping the crew escape from a shrinking doorway, and that when Ed got out, he didn't see a door for a moment when he turned back to look. Then one popped into existence. He thanks the cell and says that he hopes Aaron's still alive.

If the cell can't help him, Ed stops, wipes the blood from his nose, and looks up at the cell with glassy eyes. He's not in pain, but he can't remember where he is or why he's here. The cell can jog his memory with a Charisma + Leadership test, Difficulty 2. On a win, he adds one important detail: the house changed, and they had to run. He can't get into any more detail before the hotel staff take him away. Otherwise, Ed's escorted to the first aid office scared and confused.

In either case, Ed leaves his room key on the table. The cell can use that or the All-Access Pass perk of Global Access to get into his room, half of which is a makeshift editing studio. An Intelligence + Technology test at Difficulty 4 unlocks his laptop, which has the raw footage of the event. In the video, Aaron tries to describe the interior of the house, but becomes confused. The video is hazy and out of focus. A distant crash is heard. The video shifts to static, intercut with shots of the film crew running out in a panic. The last shot is from the outside of the house looking in. It's a fridge-sized hunk of crystal shooting out from the house's floor, and the doorframe crumpling shut, as if it were made of paper.

Once the cell's gathered all the information they can from the hotel and they're ready to head in to the house, move on to "The Officer on the Hill."

The Officer on the Hill

Read out or paraphrase:

The Meadows is only a fifteen minute drive outside of town. It sits on top of a tall, grassy hill, surrounded by a field of wildflowers. The house is a beautiful building

painted in shades of white, gold, and grey. As you make your ascent on the hill, you see a police car sitting alone at the front of the house.

A woman in police uniform steps out of the car once she sees yours on the hilltop. She walks up to your car, motioning for you to stop.

"I don't think we've met," she says. "Pat Lynn, chief of police. Mind if I ask what you're doing here?"

What do you do?

Pat isn't happy to see the cell. She gives them a quick summary of what she knows: there was an accident in the house during filming, Aaron Phelps hasn't been seen since the accident, and an investigation is ongoing. She stonewalls any further questions, implies the cell should leave, and threatens to bring backup. If this scene is after "Chatting With the Film Crew", she has a rough idea of what happened at the hotel, and asks the cell if they've harassed enough people today. Otherwise she asks if they don't have better things to do with their day.

The police chief doesn't have backup, and she won't get any. Questioning members of the film crew about what happened sent them into panic attacks, pseudo-strokes, and fugue states. Word spread around the local force, and it's frightened them to the point where only Pat is willing to patrol the house. The cell can pick up on these details with a Wits + Insight test (Difficulty 4). A critical win not only reveals these details but drops any Difficulty to influence her by 1.

The cell can get past Pat in three ways: convincing her to let them through, distracting her while some of the cell get inside, or making a break for the doors. Whatever choice they make, it brings them "Inside the House".

Convincing Pat

Convincing Pat to let the cell pass is a social Conflict. Go around the table and ask each player in turn what their contribution is: do they try to persuade Pat, intimidate her, pretend they have authority to be there, or something else? What argument do they use? Decide what dice pool each player should roll for their chosen action. In this situation it probably involves Manipulation and either Persuasion, Intimidation,

or Subterfuge. Pat's pool is 5 dice. The loser takes Willpower damage equal to the difference in their results (e.g. if the winner has four successes and the loser has one, the loser takes 3 points of Willpower damage).

Whichever side (Pat, or the whole group of Hunters) amasses the most successes wins the Conflict and gets what they want: Pat agrees to let the Hunters into the house, or she doesn't (in which case they have to try another tactic).

She appeals to her authority and question the cell's competency. While she doesn't suffer the dramatic physical effects that Ed did, her memories of The Meadows are spotty, and she tries to avoid the subject.

If the cell knows about the historical inconsistencies of The Meadows or determined that Ed's incident in "Chatting With the Film Crew" was caused by a supernatural force, these bits of information serve as a +1 Superficial Willpower weapon against her. Searching for her with a win on a Global Access test reveals her mother vanished in Rochefort twenty years ago. While the news reports disagree whether her mother's last known location was The Meadows, this specific inconsistency serves as a +1 Aggravated Willpower weapon.

Pat relents if she has taken more Willpower damage than her opponents after three rounds. The Hunters clearly understand something is wrong with the house that she doesn't know (or can't remember), and she gives them three hours to look around the place. If she ends the Conflict Impaired, she breaks down sobbing, and tells the cell to "find it and kill it." She has no idea why she said that.

If the cell doesn't win the Conflict, they can still distract Pat or start running.

Distracting Pat

If the cell's willing to split up, they can get one or more of the Hunters to distract Pat while the others sneak around for an alternative entrance. Pat's already suspicious of the cell, so distracting her with bluster or the details of a fake identity is a Manipulation + Subterfuge test at Difficulty 4. Even if this roll fails, Pat's spending so much of her mental energy trying to see through the distraction that she could miss a few Hunters passing her by. Sneaking past Pat during the

distraction is a Stamina + Stealth test at Difficulty 3.

Winning the stealth test brings the Hunters to the back of the house, where an unguarded door waits for them. Winning the distraction test keeps Pat busy but doesn't make her leave. To do that, the distractors need a good reason for her to take off and win a Charisma + Leadership or Manipulation + Subterfuge test at Difficulty 3. If that doesn't work, they'll have to run for it.

Pat catches anyone who fails their distraction or sneaking tests. She threatens to arrest them, but the cell still has a chance to turn things around. They can try to convince her, with the caveat that she can use their distraction attempt as a +1 Superficial Willpower damage weapon. If all else fails, there's always running for it.

It's possible that the cell successfully sneaks into the house but cannot get the distractors inside. If the distractors are still outside when Chapter Two begins, use the scene on page 13.

Running For It

No one said the cell had to talk to Pat. They're monster hunters driven to fight the darkness, and Pat's a regular cop on a morning shift. If the cell wants to sprint right by her, they can.

Getting to the front or back door without Pat catching a Hunter is a Strength + Athletics test, Difficulty 4. If multiple Hunters fail, she catches the character with the highest margin of failure. Pat tries to put anyone she catches under arrest and will escalate to a physical Conflict (which causes Health damage to the loser) if the cell fights back. She has a pistol but prefers to use a baton unless she feels her life's in serious danger. If she has more Health damage than the rest of the cell after three rounds, she heads for her car and drives back into town. She then has to convince her fellow officers to come back to the house with her, which gives the cell more than enough time to get into The Meadows and start exploring.

If a Hunter ends up in Pat's custody, she keeps them in the house's yard until she finally convinces her officers to be her backup. This gives the other Hunters time to explore the house and the captured Hunter time to escape and join the rest of the cell but

might mean the Hunter in custody is still outside when “Chapter Two” begins. That doesn’t mean they’re out of the story: they’ll have plenty to do once “Chapter Two” starts.

IT CAN'T END LIKE THIS

If the Hunters can’t get into the house this story comes crashing to a halt. If their first attempt to get past Pat fails, remind them there are other ways (and list whichever they haven’t tried yet). If their second attempt fails, they get inside anyway — but Danger increases by 1 as a result of their risky action.

Inside The House

When the cell enters the house, read out or paraphrase:

Before you reach for the doorknob, you hear the door unlock with a sharp click. The door opens gently, just enough that anyone else would think it's the wind. You're not anyone else.

You see a large, perfectly preserved home with early 20th century interior décor. There's no sign of a struggle or any evidence the film crew was here. The scent of burnt dust wafts in the air. You hear steps and muffled voices on the floor above you. Out of the corner of your eye, you see a humanoid figure appear just for a moment, then vanish. What do you do?

The Meadows is only pretending to be a house and has some trouble keeping up appearances for both the cell and the freelancers elsewhere on its property. Give the Hunters some time to look around. Use one of these narrative triggers (or any other dramatic moment) to segue into “Chapter Two”:

- When the cell gets five wins or a single critical win while examining the house’s architecture, furniture, or the ghost sightings.
- The first time Danger increases while most or all the cell is in the house.
- After the first round of a social or physical Conflict with the Re:Venge freelancers.
- When it seems like the story’s hitting a lull.

- If any of the cell are stuck outside the house, don’t spend too long on these early explorations. Cut to “Chapter Two” at the earliest opportunity.

The Architecture

From outside, the house looks like a three-story building, but that’s not true. It has as many or as few floors as it wants, changing configuration at will to separate a group of visitors. Use its physical attacks (p. 18) to represent its inconsistent architecture: if the Hunter loses a test against the house, they’re moved out of their intended path, or separated from companions. Hallways loop in on each other, stairs and doorways don’t consistently connect to the same rooms, and windows look over the wrong parts of the grounds.

Getting wise to the house’s tricks takes a Wits + Awareness test (Difficulty 5, reducing by one each time the Hunter falls victim to one of the house’s changes). A win lets a Hunter rendezvous with their cell and adds 2 extra dice to any test using Awareness or Athletics inside the house. A critical win lets the Hunter make where they are into a “rallying point” where the rest of the cell can gather during this chapter, without rolling dice to do so.

Odd Details & Ghost Sightings

The Meadows wants to keep its victims inside. It’s not omniscient and it has no telepathic abilities, but it’s watching the cell and listening in to every conversation in its walls. It’ll use any in-character banter and action to set up frightening or alluring illusions to bring the Hunters deeper inside. Its social attacks represent these illusions. Hunters with Thwart the Unnatural active do not experience these illusions.

The house has furniture, appliances, common food staples, and household items, but their nature’s inconsistent. The first time a Hunter sees a stove, it’s an iron behemoth, but on a second look it’s a state-of-the-art model fresh off a showroom. Examining them takes an Intelligence + Technology test (Difficulty 2). A win

reveals the obvious falseness of every item in this house, and a critical win reveals the consistent presence of a quartz-like substance inside them.

There are plenty of “ghost sightings” in the house: vague humanoid figures who appear on the periphery of the Hunters’ vision for a few seconds at a time. They can’t hurt the Hunters, and the Hunters can’t hurt them. Communication with the ghosts is limited to objects like spirit boards or ghostly writing on household surfaces. They’re not ghosts at all. All except one are just Reflections (p. 18) partially manifesting in our reality. They’re trying to determine who’d make the tastiest meal. Some Reflections warn the Hunters they’re in danger, but they’re compelled to keep the Hunters inside, and their warnings are half-hearted: they never offer concrete advice or guidance.

One of the “ghosts” is Aaron Phelps. He’s not dead, just trapped. Since he’s yet to become a Reflection, he can’t manifest in a ghostly form, but he can communicate like the Reflections. His warnings are powerful and direct. If the Hunters audibly talk about exorcising the house or helping the ghosts pass on, he shifts from warning them to giving them clues about where he is (p. 14). He might spell out “TUNNELS” on a spirit board or draw a figure breaking through the walls in the a mirror.

The Freelancers

Armel, Jeannine, and Regan are Re:Venge jobbers exploring the house together, despite the house’s attempts to separate them. The cell finds them

whenever its dramatically fitting, or when a single Hunter is unable to find their way back to the rest of the cell.

Armel believes the cell’s trying to cut in on their big break and demands to know who they works for. Jeannine and Reagan aren’t so sure but back up their so-called leader. If the cell convinces that the trio they’re not screwing them out of a big payday, they’re willing to share what they know, which is very little. If the cell didn’t speak to Ed Davey (“Chatting with the Film Crew”), these three did and they share his story. They couldn’t stabilize Ed nor could they enter his hotel room, so they don’t have any extra details the characters could have gotten.

If the cell can’t convince them that they’re not undercutterers, the freelancers try to force them out of the house. This escalates into a physical or social Conflict — social, if the trio think the cell can be intimidated, physical otherwise. See “Convincing Pat” for instructions on running a conflict; a physical one works just the same way as a social one. Play one round of the conflict then go to “Chapter Two.”

If the cell can get them to cooperate, any of the freelancers can, and will, tell them the story of William Sumner, the occultist who built The Meadows and lived here until his death. They did their research before coming to the house, and they think there’s some truth in the stories Sumner was a magician; they think they might not be dealing with ghosts here at all. Unfortunately, that means they’re out of their depth — but the pay was too good to pass up. ■

Chapter Two: HOUSE ARREST

The Meadows traps its prey. The Hunters are caught in a space between our world and somewhere else.

The cell must find and rescue each other and other survivors before the Reflections devour them.

Throughout “Chapters Two” and “Three”, pay close attention to Danger. In this story, Danger represents how completely The Meadows’s reality has overwritten ours, and the general Difficulty for any attempt at escape that doesn’t use the hearth (p. 16).

THE STATE OF REALITY

Danger	Reality
1	All doors, windows, and other exists sealed. Some crystalline growth on the floors and walls.
2	Full crystalline growth on the floors and walls. Environment still recognizable as a house, but with a constant, pale blue glow. Reflections are now physical.
3	Walls and floors begin to fall away, becoming potential hazards for the cell. Furniture and other household objects begin to crystallize. Sludge rivers emerge, trickling from room to room or down (or sometimes up) staircases.
4	Vine-like crystalline structures sprout from furniture and household objects, growing in and around what little remains of the house.
5	All semblance of the house is gone. Vine-like crystalline growths are abundant. Sludge rivers stretch as far as the eye can see. The ceiling collapses, revealing a sky of swirling, purple stars.

Trapped!

After an appropriate narrative trigger, read out or paraphrase:

The house groans. It's not like the way an old house groans when it's exposed to the elements. It's a slow, rolling groan that descends into an airy growl.

If the Re:Venge freelancers are present for this scene, add this sequence. If not, skip it:

The freelancers look around the house, then to each other. Jeannine makes sure her weapons are loaded.

“Tyson?” Armel’s hiding his terror well. “What’s happening?”

“I’m not sure,” he says, “maybe some kind of poltergeist activity or—”

Continue reading out or paraphrasing:

A man’s voice fades in. “Hello? Is anyone there? Help!”

The voice is panicked, but some of you recognize it from TV specials. That’s Aaron Phelps!

In the distance, you hear a loud crash. Beneath your feet, the hard wood floors of the house ripple like liquid. When they settle, they’re covered in a thin layer of crystal. Then you hear a sound like crumpling paper. You only need to turn your head to see the doors and windows leading outside the house melting into the walls.

All light from the outside snuffs out. You hear a rumble.

What do you do?

Increase Danger by 1.

The Meadows missed its chance to eat the entire film crew, but it's not going to slack off this time. All outside exits are sealed.

Taking advantage of the sudden darkness, The Meadows attacks the cell if they haven't been totally separated. Remember the Difficulty to resist its attacks is equal to the current DangerA win keeps a Hunter in the same spot and a critical win lets them grab someone else who failed. Any Hunter who fails and all Re:Vengers who aren't rescued with a character's critical win are torn away from the area.

When the Hunters get their bearings, not only are there no exits but all communication to outside of the house is blocked: there's no cell phone signal or data coverage, no windows to shout through, and sound simply doesn't carry through the walls.

Those On the Outside

If any Hunters are outside when the chapter begins, read out or paraphrase to them:

Outside the house, you and Pat hear a crash. You look up and see the house shudder like an animal. Nothing's changed on the outside, as far as you can tell.

"No." Pat whimpers, and you can see blood trickle from her nose. "Please. Please not again."

She tumbles to the ground in pain. That's when you realize that something has changed. You can't see your cell through the windows. You can't see your cell at all.

What do you do?

Pat is suffering the same psychic attack Ed did. The same tests and Difficulties apply here. Unlike Ed, Pat's head is clear if she's stabilized. She recalls being in the house as a little girl. She ran into The Meadows after her classmates dared her. They left her alone in the house and her mother had to get her. Just as she reunited with her mother, the house attacked. She made it out, but her mother didn't. Pat passes out after sharing this information and doesn't awaken until the

end of the story. If Pat isn't stabilized, she passes out without remembering her mother's disappearance.

Communication with the cell inside the house is difficult, but Hunters outside have a few advantages. The Library and Global Access Edges can now access complete and accurate information about The Meadows, including records from survivors describing possible exits. Depending on the margin, outside Hunters can pass along information about the exits in "Chapter Three" (p. 17) by slipping in a written note or thin electronic device into the mail slot in the front door, the space beneath the door, or through the windows if the message is attached to something that can shatter glass. Hunters need to win a Strength (if pushing a message through a slot) or Dexterity (if hurling it through a window) + Athletics test at Difficulty 5.

Because the house's windows and doors still work from the outside, they can send in objects, or even enter themselves.

They could use Drone Jockey to bring in a flying drone or hurl a ground drone through a window. The drone maintains contact with its operator inside the house. If it's capable of broadcasting audio and/or video, it's still capable of this and has a clear view of the shifting reality inside. The operator can communicate with the Hunters inside the house using the drone if it's broadcast capable. However, entering the house always does 1 damage to the drone, and the house and Reflections attack it if they see it.

Outside Hunters can enter the house through its doors and windows. The Meadows always has room for one more. If they do, the entrance behind them vanishes, and they're in the same situation as the rest of their cell.



Search and Rescue

The cell might be trapped in the quarry's domain, but they have opportunities to find each other, Aaron, or even the freelancers.

The house's layout is still a confusing mess, and new obstacles appear. As Danger rises and the Abode sheds its façade, rooms stop having rational connecting points, and elements of the realm the "house" comes from appear. Some of these, like mausoleums made of crystal, are harmless. Others, like the crystalline vines or the sludge rivers, try to ensnare or block the Hunters as they pass. Hunters can fight the vines with Brawl, Melee, or Firearms pools. Winning a test with a Difficulty of Danger -1 drives the problem away for the time being. Jumping over or wading through sludge rivers safely requires a Stamina + Athletics test (Difficulty 2), and Hunters take a level of superficial Health Damage if they fail.

Any dice bonus gained by learning the house's tricks in "Chapter One" still applies.

Finding Each Other

Communicating to the outside doesn't work but communicating within the house does. Any means of communication that the cell has with each other when they entered still work. This includes cell phones, though the signal is spotty, no internet-connected options work, and all phone calls have the sound of labored breathing in the background. The Meadows's listening in to all communication and can use this information to attack and separate the group, or guide a Reflection to a Hunter.

Physical space might be a tangled mess, but light physics in the house remain stable. Hunters learn this by trial and error or by winning a Wits + Science test. Any source of consistent, portable light (e.g. a flashlight, a phone light, an Artifact with the Detection perk that glows in the presence of the supernatural, etc) can be used to find someone. Locating a separated

Hunter by looking their light is a Wits + Awareness test at Difficulty 3.

If the Hunters find Aaron or the freelancers, they can pass on this knowledge to them, and they use it for the rest of the story. If they become Reflections after learning this, they'll still use it.

Finding Aaron

Aaron used up much of his strength when he reached out to the Hunters. He's spent the last week wandering through The Meadows's reality, staving off thirst with small sips from a large water bottle, the only item on him when the house trapped him inside. Now the Hunters are in the same version of reality as him, they can interact with him directly.

Aaron still has enough strength to yell. Every time the cell reunites with a separated Hunter, finds a Freelancer, defeats a Reflection, wins against The Meadows's attacks, or overcomes one of its obstacles, the characters have a chance to hear him. Pathfinding his location based on his cries takes a Wits + Investigation test (Difficulty 5). This is an extended test; each win points the cell in the right direction, but the cell must win the test three separate times to find him. A single critical win during the extended test leads the Hunter to Aaron immediately.

Aaron quickly realized the Reflections did not have his best interest at heart so fled deeper into the house, where he discovered a small crystal ravine with a tunnel network inside. When the house captured the Hunters, he made his way back here.

The Hunters find an entrance to the tunnel network when they win the extended test to find Aaron. If the house still has walls, they can hear him through a nearby wall. If there are no more walls, they hear him in the ground. Breaking into the tunnels through the walls or floor requires a Strength + Athletics check (Difficulty 3), or automatically succeeds if the Hunter has a Strength of 4 or higher.

Navigating the tunnels is a Wits + Investigation test (Difficulty Danger +1). At Danger 1-4, the tunnel walls are a mixture of crystals and segments of different rooms in the house stitched together. At Danger 5, they look like narrow crystal tunnels.

A win finds Aaron healthy and human but still clinging to life. With a critical win, the Hunters find him near the hearth (p. 16). If the Hunters haven't won after making three rolls, ask them to decide whether they'd rather win at a cost — meaning they'll find Aaron, but something bad will happen, or fail meaning they might not find him at all. If the group chooses to win at a cost, they find Aaron just as several Reflections (equal to Danger) reach him.

If they fail, it's too late. Aaron has died of hunger and thirst, and the Hunters see the crystal ground grow over his body. A few moments later, the crystal bursts open and he emerges as a Reflection. He realizes what's happened to him and begs the cell to destroy him. Then, The Meadows pours its hunger into him, and he attacks. Once the Crystal Abode has control of him, Aaron fights until he's destroyed or all the living humans present are dead.

Finding the Freelancers

If the Storyteller prefers a more heroic story, needs separated Hunters to have backup, or wants the story to have a faster pace, the cell find the freelancers whenever it's dramatically appropriate. They're never in a good situation. Regan's found deceived by a Reflection, Jeannine's found in the middle of fighting one, and Armel's found either ensnared by a crystalline vine or drowning in a sludge river.

If the ST prefers to keep finding them as a challenge, the cell has a chance to locate them with sound as if they were searching for Aaron (p. 14). Finding them is not an extended test, and the test is Difficulty 2.

If the cell finds the freelancers, they'll stay with the Hunters and serve as back-up for future challenges. If the cell reunites the entire team, they're ecstatic to see each other alive. If The Meadows makes another separation attack after the first scene of "Chapter Two", the freelancers still always lose. However, if a Hunter gets more successes than they need they may spend one point of this Margin to hold on to a freelancer instead of needing a critical win.

If any freelancer is separated from the group three times, or if the Hunters don't find them, they return as a Reflection in "Chapter Three."

Reflections of Hunger

Reflections (p. 18) should feel like a constant threat but shouldn't be so common that the cell sees them as a trivial enemy to blast away.

Consider bringing out a Reflection to antagonize the cell in the following situations:

- The Danger rises.
- A Hunter falls into Despair (see *Hunter: The Reckoning* p. 127)
- A Hunter is separated from the cell.
- A Storyteller character dies in The Meadows. They return after some time as a Reflection.
- A Hunter fails a roll with a dice pool of 5 or higher.
- A Hunter dies in The Meadows. They return as a Reflection. The character's player can and should play their Reflection version.

The Meadows has existed for a long time and might touch on other realities entirely. Remember this when describing the physical appearance of Reflections.

Reflections normally hunt solo but form packs if a character's evaded their assaults more than once. They're tough creatures, so use packs sparingly.

All Conflicts with Reflections take three rounds. A Reflection that hasn't Impaired its target's Willpower (to convince the target to become a Reflection or to stay still long enough for the Reflection to eat them) after three Social Conflict rounds shifts into Physical Conflict. A Reflection that hasn't killed its target after three Physical Conflict rounds flees the conflict in search of the hearth (p. 16) for repair. ■

Chapter Three: ESCAPE

As The Meadows's power reaches its height, the cell finds potential escape routes. Depending on their choices, they escape to fight another day or take down the quarry once and for all.

The Hearth

Within a network of tunnels somewhere in The Meadows's cosmic body, there lies a bright crystal that radiates intense warmth. This is the house's combined heart and central nervous system, without which it cannot survive.

If the cell found Aaron alive, he describes how he found this crystal while hiding in the tunnels. He says when he did, the whole house lurched like it was in an earthquake. He speculates the crystal must be important to the Abode. He describes it as its "hearth." Using his guidance, the cell can navigate the tunnels as if they were looking for Aaron (p. 14) to find the hearth. A win brings them to the hearth, surrounded by a number of Reflections equal to Danger. A critical win brings them to an unprotected hearth.

The cell can still learn about the hearth if they don't have access to Aaron. Reflections return to the hearth for healing or rest. After driving away a Reflection after a Conflict, a Hunter can make a Dexterity + Stealth test at a Difficulty equal to the Reflection's remaining Health levels. A single critical win at any point wins the extended test immediately. A win brings them to the

hearth, surrounded by a number of Reflections equal to Danger. A critical win sees them facing half as many Reflections (round up).

At the hearth, the Hunters can engage in physical or social Conflict with The Meadows. Any Reflections nearby speak for it in social Conflict, and fight for it in physical Conflict. If it's alone, it speaks through images reflected in the crystal in social Conflict and throws around household items and stray crystals in physical Conflict. In social Conflict, it attacks by explaining it is a gateway to other worlds, a leap forward in human knowledge, that destroying it is small minded and ignorant, and contrary to what "the great architect" William Sumner III would have wanted, and that the cell should be honored that it chose them to fuel its continued existence.

Aaron and the freelancers are willing to help the Hunters fight The Meadows. To keep conflicts speedy, consider having their help be a free one-time use of Willpower for re-rolling dice per person instead of having them be active participants. Striking the hearth damages the house physically. Any accusation that it is a monster or that it's not wanted in this world damages the house socially. Conflicts end after three rounds. The cell wins when they Impair the hearth or if, after three rounds, they take less damage than it took.

If the cell wins a physical Conflict with the hearth, it either succumbs to its wounds if Impaired or abandons its connections to the cell's reality to recuperate. The cell's surroundings burst like a balloon, sending countless shards of crystals flying in the air.

If the cell wins a social Conflict with the hearth, the house doubts its own right to exist. If Impaired it crumbles around the cell, otherwise it leaves their reality in a rage. The cell's surroundings stretch into the air, and then fling into the sky.

When the cell leaves the house, they are five feet in the air over the hilltop. At the Storyteller's discretion, this might inflict one Superficial Health damage without a brace for impact. They land in front of a passed-out Pat Lynn and any Hunters who were still outside. Pat awakens and asks them if she was dreaming.

If the cell loses either Conflict, the cell is thrown from the hearth and into a distant part of the house. This keeps the group together. The cell can track down the hearth and try again (the hearth retains any damage) or try one of the Forced Exits (below).

Forced Exits

If the cell is willing to let the house stand, here are some alternate exits:

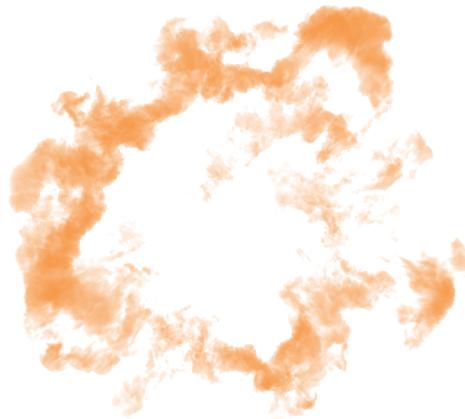
- **Explosives.** Applying explosives like those obtained from the Ordinance Edge to the house's walls (both outside and inside, should the latter still exist) could burst them open.
- **Vehicles.** Pat's car or another vehicle obtained from the Arsenal fleet could knock down the house's walls from the outside.
- **Fire.** The house's exterior burns quickly, and so do its interior walls while they still exist. If the cell's willing to risk severe burns, this is a risky but effective way out.

Each of these exits should feel as climactic as battling the hearth. The Meadows throws everything it has to prevent these breaches and strikes at Hunters in the outside once it's breached. When the cell gets a few minutes from the house's walls, they're free.

Loose Ends

If this is a one-shot, the story ends here. If this is the start of a chronicle, here are some consequences that could lead to future stories.

- If Aaron survived the story, he becomes a contact for the cell. He doesn't have a Drive, but the experience has only emboldened him to explore and debunk the supernatural. It isn't long before he asks for the cell's consultation on a case involving a werewolf.
- While playing baseball on the hill where The Meadows once stood (or still stands), a group of teens find buried metal plates inscribed with occult symbols. Is this more of Sumner's work? What happens when one of the teens unlocks the plate's magical secrets?
- If the freelancers survived, their Drives awaken, and they look to the cell as mentors. They're trying to break free from Re:Venge, but find themselves harassed by the company's compliance department.
- If The Meadows still stands, its influence in Rochefort gets stronger as it attempts to repair itself and continue its great work of reaching out to other worlds. It lures in more victims, and eventually starts to expand.
- In a big city, far away from Rochefort, rumors of a haunted skyscraper spread like wildfire. That skyscraper never existed until now. Has The Meadows returned, or was it only one of several places like it around the world? ■



Appendix One: Allies & Antagonists

This section contains descriptions of major characters in this story. For any named characters in the story not mentioned here, assume a general difficulty of 3/2 and a 5 in all dice pools.

The Meadows

The Meadows is a three-story mansion with five bedrooms, four bathrooms, a large foyer, and a center staircase with steps made of glass. It was built by William Sumner III, a wealthy railroad mogul and gifted occultist, in the late 1880s.

For decades, he used it to carry out explorations into other versions of reality, his magic powered by the blood of anyone he could lure into the house to use as a sacrifice. While *His Last Trick* speaks of the house as a sentient being, it's a sentience composed of fragments of those victims, united with the lingering magic of the house.

Once a person steps inside The Meadows, the house transforms into a seemingly endless world made from large, human-sized crystals, each functioning like a mirror. Its victim, unable to escape, wanders its shifting halls until they die and become a Reflection, or the Reflections find them and personally initiate them into their ranks. However they meet their end, their energy becomes fuel for the house's ongoing efforts to connect itself to other worlds.

General Difficulties: 5/3

Standard Dice Pools: Physical 6, Mental 6, Social 3
Secondary Attributes: Health 7, Willpower 7

Notes/Other Traits:

Twist and Turn: The Meadows can separate groups of its victims. Once per scene, the house may make an attack resisted by Dexterity + Athletics test (if it separates them by physically shifting architecture or assaulting guests with household objects) or Resolve + Composure test (if it separates them through illusions) at Difficulty 3 in Chapter One and a Difficulty of Danger +2 in Chapters Two and Three. Anyone who fails is sent to a different part of the house and is at risk of a Reflection attack.

The Meadows attacks the Hunters to cause harm instead of separation if they're trying to destroy its hearth (p. 16) or create a forced exit (p. 17). It uses its Physical and Mental pools for conflict attacks.

Onslaught (6 dice): Persistent. When making melee or brawl attacks, the creature can target all enemies within reach simultaneously. The creature makes a single roll, with each target making their own defense roll.

Terrify (6 dice): The creature can instill a primal fear in its victims and enemies and is able to make even the most grizzled hunter shake with fright. Anyone failing to resist the power with their Composure + Resolve are terrified for the rest of the scene. Terrified victims must spend a point of Willpower to master their fear, otherwise any actions taken in the creature's presence suffer a two-dice penalty. This power usually affects anyone in sight of the creature when used, but as with charm, might affect a single victim for "lesser" monsters.

The Reflections

The Reflections are The Meadows's semi-willing servants. When a person dies or is murdered in the house, their energy used to fuel its existence, their ghost walks the house until the last of their energy's depleted. Their appearance fits the house itself: a quartz-like crystalline body. The new Reflection remembers who they were, but their identity's subjugated to a desire to turn living people into more Reflections. If the starvation and thirst doesn't kill a lost visitor to the house, the Reflections will.

Some Reflections realize what they've become and make peace with it. Others are in denial but can't overcome what the house, and the collective consciousness of the .

Some of the Reflections Hunters could encounter are:

- Jenna Lynn, a mother looking for her child.
- Michael Erdrich, a home appraiser assigned to the house by the town.

- Quentin Phillips, an army officer who tried to purchase the house as a wedding present for his wife.

General Difficulties: 4/3**Standard Dice Pools:** Physical 5, Mental 5, Social 4**Secondary Attributes:** Health 6, Willpower 3**Exceptional Dice Pools:** Brawl 7, Stealth 6,

Intimidation 5, Persuasion 4

Notes/Other Traits:

Onslaught (5 dice): Persistent. When making melee or brawl attacks, the creature can target all enemies within reach simultaneously. The creature makes a single roll, with each target making their own defense roll.

Resilience (5 dice): Persistent. The creature treats all damage as superficial damage unless it belongs to one of its Vulnerabilities.

Terrify (5 dice): The creature can instill a primal fear in its victims and enemies and is able to make even the most grizzled hunter shake with fright. Anyone failing to resist the power with their Composure + Resolve are terrified for the rest of the scene. Terrified victims must spend a point of Willpower to master their fear, otherwise any actions taken in the creature's presence suffer a two-dice penalty. This power usually affects anyone in sight of the creature when used, but as with charm, might affect a single victim for "lesser" monsters.

Their **Weak Spot** (hitting a weak spot requires an attack made as a called shot with a +2 Difficulty, but the damage is Aggravated and ignores the Reflection's Resilience) is their head, and they're **Vulnerable** to fire damage (i.e., all fire damage is Aggravated and ignores the Reflection's Resilience).

Aaron Phelps

Anyone with a TV knows who Aaron Phelps is. Best known for his sleight of hand and "mesmerism" tricks, Aaron Phelps was a regular on talk shows. As his fame grew, he became interested in debunking supernatural phenomena, like some of his magician heroes did. He produced a series of TV specials focusing on all kinds of hoaxes. He hoped that *The Meadows: Exposed!* would be his masterpiece.

Instead, he vanished, leaving a confused and terrified camera crew behind. He's been gone for a week now, but he's not dead yet.

Despite Aaron's expertise and knowledge of the supernatural, he didn't believe in it until the house trapped him. He still doesn't quite believe it. If the Hunters find him while he's still alive, he's convinced that this is an elaborate natural phenomenon. He does realize the danger he's in and is willing to cooperate with either the Hunters or the Freelancers.

General Difficulties: 3/2**Standard Dice Pools:** Physical 2, Mental 4, Social 3**Secondary Attributes:** Health 5, Willpower 5**Exceptional Dice Pools:** Athletics 5, Survival 5,

Performance 7, Occult 5

Re:Venge Freelancers

Not even the unearthly power of The Meadows can ward off the all-seeing algorithms of Re:Venge. Once Aaron's disappearance made the news, their closers approached his family. Soon enough, Phelps's family's devices were running the organization's spyware, and a team of three local freelancers got their big break.

Armel Carver, a "veteran" with the company who's served for six months, is their leader and moral support. Jeannine Tyson is their makeshift quartermaster. Regan Coulson is their occult expert, though only in the loosest sense. This job might get them killed or it might awaken their Drives.

General Difficulties: 3/2**Standard Dice Pools:** Physical 6, Mental 5, Social 5**Secondary Attributes:** Health 5, Willpower 5**Exceptional Dice Pools:***Armel:* Leadership 7, Investigation 7*Jeannine:* Firearms 7, Persuasion 7*Tyson:* Melee 7, Occult 7

Notes/Other Traits: What the freelancers lack in experience is made up in teamwork. When the freelancers act as a group, in any situation, any Difficulties to influence them or resist their attacks increases by 1. If a Hunter separates a freelancer from the rest of their team, and they see no sign that their allies are around, any Difficulties to influence them or resist their attacks decrease by 1.

Appendix Two: Player Character Cell

His Last Trick can be played by any group looking for an introduction to **Hunter: The Reckoning**, but the following pages provide pregenerated characters to make it easier, and faster, to dive into the story. These characters banded together some time after their Drives awoke, but this story is their first hunt

All the characters listed have gender neutral names and pronouns. Players should customize name, gender, appearance and any other details however they choose.

Edges for these characters are presented with their in-game title or short description of how they would appear in the story. Perks follow these titles and



Sammy Alvarado

Scorned Scientist

Questions came as naturally as breathing to Yasmine. When they were young, they asked about how the world worked. As an adult, they asked questions about particle physics. In the weeks before they became a Hunter, they asked why their project's funding was redirected to a department on her company's campus that only existed on paper. After surviving an attack by the sorcerous head of that department, they've set out on their own, using their scientific prowess as well as experimental prototypes, to find out how the world really works.

Creed: Entrepreneurial

Drive: Curiosity

Ambition: Perfect and market my inventions.

Touchstones: Chris Stanhope, a former subordinate at a former workplace and current guinea pig.

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

Secondary Attributes: Health 5, Willpower 4

Skills: Athletics 2, Craft (Design) 3, Stealth 2, Leadership 2, Persuasion 1, Academics (Research) 3, Awareness (Concealed Objects) 1, Occult 1, Science (Physics) 4, Technology 3

Advantages: Resources 2, Safe House (Alvarado Solutions: Very Large, Laboratory, Security System) 5

Flaws: Living on the Edge

Edges and Perks: Improvised Gear (Alvarado Prototypes; roll Intelligence + Science), Sense the Unnatural (Alvarado Handheld Detection Meter: Precision; Wits + Science)

HUNTER

THE RECKONING

CHARACTER SHEET

Name **Sammy Alvarado** Concept **Scorned Scientist** Creed **Entrepreneurial**
 Cell Ambition Perfect and market my inventions
 Desire
 Drive Curiosity Redemption

ATTRIBUTES

	Physical	Social	Mental
Strength	●○○○○	●●●○○	Intelligence
Dexterity	●●○○○	●●●○○	Wits
Stamina	●●○○○	●●○○○	Resolve
Health		Willpower	Despair

SKILLS

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

EDGES AND PERKS

Improvised Gear (p94)		
Sense the Unnatural (p97)		



Total Experience

15

Spent Experience

15

Chronicle Tenets**Touchstones****Creed Fields**

Chris Stanhope, a former subordinate at a former workplace and current guinea pig.

Building, inventing, augmenting, or repairing while on the Hunt.

Advantages & Flaws**Equipment**

Resources	● ● ○ ○ ○
Safe House	● ● ● ● ●
Flaw – Living on the Edge	● ● ○ ○ ○
	○ ○ ○ ○ ○
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	○ ○ ○ ○ ○

Notes

Safe House (Alvarado Solutions:
Very Large, Laboratory, Security System)

Improvised Gear (Alvarado Prototypes; roll Intelligence +
Science)

Sense the Unnatural (Alvarado Handheld Detection Meter;
Precision; Wits + Science)

Age

Date of birth

Appearance

Distinguishing features

History

Questions came as naturally as breathing to Sammy. When they were young, they asked about how the world worked. As an adult, they asked questions about particle physics. In the weeks before they became a Hunter, they asked why their project's funding was redirected to a department on her company's campus that only existed on paper. After surviving an attack by the sorcerous head of that department, they've set out on their own, using their scientific prowess as well as experimental prototypes, to find out how the world really works.

Ash Zamora

Pragmatic Peacemaker

After a car accident took away Ash's parents and siblings, they faced a hard and lonely reality. They refused to let it destroy them and took refuge in their faith. They made it their life's mission to spread comfort to the downtrodden and aid to the ailing. After experiencing a haunting while on a spiritual retreat, they realized that becoming a beacon of light in the world means banishing the darkness. If a monster craves peace and redemption, Keaton will give it to them. If it just wants to cause harm, Keaton'll pay it in kind.

Creed: Faithful

Drive: Oath

Ambition: Rescue my family from beyond the veil of death.

Touchstones: Nathaniel Galura, a local spiritual leader.

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

Secondary Attributes: Health 6, Willpower 7

Skills: Athletics 2, Driving 1, Firearms 2, Melee 1, Insight 3, Performance (Violin) 1, Persuasion 1, Streetwise 3, Academics (Theology) 4, Medicine 3, Occult (Ghosts) 2

Advantages: Mask 1, Nutritionist: Cell Chef, Resources 2, Safe House (Reinforced Van: Small, Hidden Armory) 2

Flaws: Weak-Willed

Edges and Perks: Library (Dedicated section of their van: Who They Are, How to Harm Them; Resolve + Academics)



CHARACTER SHEET

Name	Ash Zamora	Concept	Pragmatic Peacemaker	Creed	Faithful
Cell		Ambition	Rescue my family	Desire	
Drive	Oath		Redemption		

ATTRIBUTES

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

SKILLS

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

EDGES AND PERKS

Library (p93)		

Total Experience

15

Spent Experience

15

Chronicle Tenets

Touchstones

Creed Fields

	Nathaniel Galura, a local spiritual leader.	Any direct conflict (physical, social, or mental) with the supernatural while on the Hunt.
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Advantages & Flaws

Equipment

Mask	●○○○○
Nutritionist: Cell Chef	●●○○○
Resources	●●○○○
Safe House	●●○○○
Flaw – Weak-Willed	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Notes

Library (Dedicated section of their van: Who They Are, How to Harm Them; Resolve + Academics)

Safe House (Reinforced Van: Small, Hidden Armory)

Age

Date of birth

Appearance

Distinguishing features

History

After a car accident took away Ash's parents and siblings, they faced a hard and lonely reality. They refused to let it destroy them and took refuge in their faith. They made it their life's mission to spread comfort to the downtrodden and aid to the ailing. After experiencing a haunting while on a spiritual retreat, they realized that becoming a beacon of light in the world means banishing the darkness. If a monster craves peace and redemption, Keaton gives it to them. If it just wants to cause harm, Zamora repays it in kind.

Charley Roy

Independent Analyst

Charley was once known as "Zeta," an important figure in the Open-Source Intelligence (OSINT) community. From firefights in Europe to terrorist plots in the Americas, Zeta was a trustworthy, reliable source until their analysis pointed them towards a secret cover-up of a series of massive attacks in the American Great Lakes region. They found out the vampires behind the attacks were on to them and burned their cover. Now they live in secret, using their talents and state-of-the-art computer rig to support their cell and the Hunter community.

Creed: Inquisitive

Drive: Pride

Ambition: Establish and disseminate undeniable proof of the supernatural.

Touchstones: Ismail "Zero-Day" Pasha, a still active OSINT operative.

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

Secondary Attributes: Health 6, Willpower 5

Skills: Athletics 1, Stealth 2, Etiquette 1, Intimidation 2, Streetwise 3, Awareness 3, Finance (Black Markets) 1, Investigation 3, Politics 2, Technology 4

Advantages: Contact (Leland Orban, head of Court Solutions, a private intelligence firm) 3, Influence (Online Intelligence Enthusiasts) 2, Status (Inquisitive Creed) 2

Flaws: Person of Interest

Edges and Perks: Global Access (penetrate secure digital systems) ("Middle Brother": Watching Big Brother, Money Tap; Intelligence + Technology)



CHARACTER SHEET

Name Charley Roy

Concept Independent Analyst

Inquisitive

Cell

Ambition

Establish proof

Desire

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	○○○○○	Insight	○○○○○	Finance	Black Markets	●○○○○
Driving	○○○○○	Intimidation	●●○○○	Investigation	●●●○○	
Firearms	○○○○○	Leadership	○○○○○	Medicine	○○○○○	
Larceny	○○○○○	Performance	○○○○○	Occult	○○○○○	
Melee	○○○○○	Persuasion	○○○○○	Politics	●●○○○	
Stealth	●●○○○	Streetwise	●●●○○	Science	○○○○○	
Survival	○○○○○	Subterfuge	○○○○○	Technology	●●●●○	

EDGES AND PERKS

Total Experience

15

Spent Experience

15

Chronicle Tenets

Touchstones

Creed Fields

Ismail "Zero-Day" Pasha, a still active OSINT operative

Gaining information while on the Hunt, such as research, breaking and entering, and interrogation.

Advantages & Flaws

Equipment

Contact	● ● ● ○ ○
Influence	● ● ○ ○ ○
Status	● ● ○ ○ ○
Flaw-Person of Interest	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Age

Date of birth

Appearance

Distinguishing features

History

Charley was once known as "Zeta," an important figure in the Open-Source Intelligence (OSINT) community. From firefights in Europe to terrorist plots in the Americas, Zeta was a trustworthy, reliable source until their analysis pointed them towards a secret cover-up of a series of massive attacks in the American Great Lakes region. They found out the vampires behind the attacks were on to them and burned their cover. Now they live in secret, using their talents and state-of-the-art computer rig to support their cell and the Hunter community.

Notes

Global Access (penetrate secure digital systems)
("Middle Brother": Watching Big Brother, Money Tap;
Intelligence + Technology)

Contact (Leland Orban, head of Court Solutions, a private intelligence firm)

Influence (Online Intelligence Enthusiasts)

Status (Inquisitive Creed)

Harley Blackwell

Righteous Street Fighter

Harley was born with a chip on their shoulder. Fights on the playground became fights in juvenile hall, and it wasn't until they found a group of MMA enthusiasts at a local gym that they finally found someplace to channel their anger. That anger rushed back when the gym got foreclosed, and the property manager Harley confronted died sixty years ago and had a taste for the blood of children. After bashing the monster into ash, they took a trophy from its lair, a pair of leather gloves. Since then, they and their gloves have been knocking monsters back to where they belong.

Creed: Martial

Drive: Vengeance

Ambition: Reclaim my sense of inner peace.

Touchstones: Declan Ruiz, martial arts instructor.

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

Secondary Attributes: Health 6, Willpower 4

Skills: Athletics 3, Brawl 4 (Artifact), Firearms 1, Melee 3, Stealth (Ambushes) 1, Survival 2, Intimidation 2, Streetwise 2, Investigation 1, Occult 3

Advantages: Allies (Tough Stallion Gym Members: Effectiveness 3, Reliability 2) 5, Mask 1, Resources 1

Flaws: No Safe House, Stigmata (Physical Injury)

Edges and Perks: Artifact (Rune-Painted Leather Gloves: Empower, Shield; Intelligence + Occult, grants +1 die to Brawl)



CHARACTER SHEET

Harley Blackwell

Concept Righteous Street Fighter

Creed Martial

Cell

Ambition

Inner peace

Desire

Drive

Vengeance

Redemption

ATTRIBUTES

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

SKILLS

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

EDGES AND PERKS

Total Experience

15

Spent Experience

15

Chronicle Tenets

Touchstones

Creed Fields

	Declan Ruiz, martial arts instructor	Physical conflict while on the Hunt (which need not be with the quarry itself, or even the supernatural).
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Advantages & Flaws

Equipment

Allies – Effectiveness	● ● ● ○ ○
Allies – Reliability	● ● ○ ○ ○
Mask	● ○ ○ ○ ○
Resources	● ○ ○ ○ ○
Flaw – No Safe House	● ○ ○ ○ ○
Flaw – Stigmata (Physical Injury)	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Age

Date of birth

Appearance

Distinguishing features

History

Harley was born with a chip on their shoulder. Fights on the playground became fights in juvenile hall, and it wasn't until they found a group of MMA enthusiasts at a local gym that they finally found someplace to channel their anger. That anger rushed back when the gym got foreclosed, and the property manager Harley confronted died sixty years ago and had a taste for the blood of children. After bashing the monster into ash, they took a trophy from its lair, a pair of leather gloves. Since then, they and their gloves have been knocking monsters back to where they belong.

Notes

Artifact (Rune-Painted Leather Gloves: Empower, Shield; Intelligence + Occult, grants +1 die to Brawl)

Allies (Tough Stallion Gym Members: Effectiveness 3, Reliability 2)

Joey O'Doherty

Corporate and Combat Strategist

When Joey served in the Marines, their head for logistics saved lives. As a member of the logistics team for the American branch of monster hunting corporation Monster X, they were responsible for making sure the company's supply chain of supernatural phenomena remained stable. When they realized both that the "supernatural phenomena" they were talking about was very real, and that a stable supply line did not mean protecting the health and safety of its field agents, Joey went solo. They'll use their tactical genius and her firearms prowess to keep fellow Hunters alive.

Creed: Martial

Drive: Atonement

Ambition: Unify the Hunting community into something more powerful than the orgs.

Touchstones: Amie Greer, fellow Marine vet.

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

Secondary Attributes: Health 5, Willpower 5

Skills: Athletics 2, Brawl (Grappling) 1, Craft (Weaponsmithing) 3, Firearms 2, Survival 1, Leadership 3, Persuasion 2, Streetwise 4, Awareness 1, Technology 3

Advantages: Influence (Unique Threat Response Industry) 2, Resources 3, Safe House (The Last Resort: Small, Panic Room) 2

Flaws: Shunned (Monster X)

Edges and Perks: Arsenal (Old Military Connections: Team Requisition; Manipulation + Streetwise), Drone Jockey ("Sky Eye"; Wits + Technology)



CHARACTER SHEET

Name: Joey O'Doherty Concept: Combat Strategist Creed: Martial
 Cell: Ambition: Unify Hunters Desire:
 Drive: Atonement Redemption:

ATTRIBUTES

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

SKILLS

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

EDGES AND PERKS

Arsenal (p90–91)		
Drone Jockey (p95–96)		

Total Experience

15

Spent Experience

15

Chronicle Tenets

Touchstones

Creed Fields

	Amie Greer, fellow Marine vet	Physical conflict while on the Hunt (which need not be with the quarry itself, or even the supernatural).
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Advantages & Flaws

Equipment

Influence	● ● ○ ○ ○
Resources	● ● ● ○ ○
Safe House	● ● ○ ○ ○
Flaw-Shunned	● ● ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Notes

Arsenal (Old Military Connections: Team Requisition; Manipulation + Streetwise)

Drone Jockey ("Sky Eye"; Wits + Technology)

Influence (Unique Threat Response Industry)

Safe House (The Last Resort: Small, Panic Room)

Age

Date of birth

Appearance

Distinguishing features

History

When Joey served in the Marines, their head for logistics saved lives. As a member of the logistics team for the American branch of monster hunting corporation Monster X, they were responsible for making sure the company's supply chain of supernatural phenomena remained stable. When they realized both that the "supernatural phenomena" they were talking about was very real, and that a stable supply line did not mean protecting the health and safety of its field agents, Joey went solo. They'll use their tactical genius and her firearms prowess to keep fellow Hunters alive.

Sal Jacobs

Supernatural Con Artist

There isn't a mark that Sal can't milk for everything they've got. Sure, not all suckers deserve it, but Sal's the master of washing them out and getting away clean. Or, at least, that's what they thought until they swindled a family that turned out to be a pack of man-eating werewolves. Their guile and a machete got them out of there alive with fewer than ten broken bones. The attack left Sal with two things: a realization they could focus their talent on more deserving targets, and a strange ability to paralyze monsters.

Creed: Underground

Drive: Greed

Ambition: Find a way to go legit.

Touchstones: Annie Chan, drinking buddy.

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

Secondary Attributes: Health 4, Willpower 6

Skills: Athletics (Endurance) 1, Driving 2, Firearms 1, Stealth 2, Survival 2, Etiquette 3, Insight 3, Persuasion 4, Awareness 1, Occult 3

Advantages: Mask (Cobbler) 3, Resources 2, Unseemly Aura

Flaws: Addiction (Nicotine), Disliked (Law Enforcement)

Edges and Perks: Fleet (Previous Marks' Vehicles; Intelligence + Technology), Repel the Unnatural (Powerful Shout: Handsfree; Resolve + Occult — roll at the opponent's higher General Difficulty to keep it from moving closer as long as the Hunter stands still)



CHARACTER SHEET

Name Sal Jacobs

Concept Supernatural Con Artist

Creed Underground

Cell

Ambition

Go legit

Desire

Drive Greed

Redemption

ATTRIBUTES

Physical

Strength	●●○○○
Dexterity	●●○○○
Stamina	●○○○○

Social

Charisma	●●●○○
Manipulation	●●●○○
Composure	●●○○○

Mental

Intelligence	●●●○○
Wits	●●○○○
Resolve	●●●●○

Health

□□□□■ ■■■■■

Willpower

□□□□□ □ ■■■■

Despair

□

SKILLS

Athletics	Endurance	●○○○○	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	○○○○○

EDGES AND PERKS

Fleet (p91–92)		
Repel the Unnatural (p98)		

Total Experience

15

Spent Experience

15

Chronicle Tenets

Touchstones

Creed Fields

	Annie Chan, drinking buddy	Stealth and subterfuge in service of the Hunt.
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Advantages & Flaws

Equipment

Mask	● ● ○ ○
Mask (Cobbler)	● ○ ○ ○ ○
Resources	● ● ○ ○ ○
Unseemly Aura	● ● ○ ○ ○
Flaw – Addiction (Nicotine)	● ○ ○ ○ ○
Flaw – Disliked (Law Enforcement)	● ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

Notes

Fleet (Previous Marks' Vehicles; Intelligence + Technology)

Repel the Unnatural (Powerful Shout: Handsfree; Resolve + Occult-roll at the opponent's higher General Difficulty to keep it from moving closer as long as the Hunter stands still)

Age

Date of birth

Appearance

Distinguishing features

History

There isn't a mark that Sal can't milk for everything they've got. Sure, not all suckers deserve it, but Sal's the master of washing them out and getting away clean. Or, at least, that's what they thought until they swindled a family that turned out to be a pack of man-eating werewolves. Their guile and a machete got them out of there alive with fewer than ten broken bones. The attack left Sal with two things: a realization they could focus their talent on more deserving targets, and a strange ability to paralyze monsters.