

HUNTER

THE RECKONING™

STORYTELLERS COMPANION



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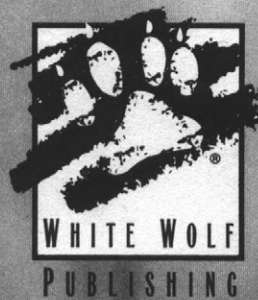
THE RECKONING™

STORYTELLERS COMPANION

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TABLE OF CONTENTS

INTRODUCTION	4
CHAPTER 1: SPIRITS	10
CHAPTER 2: VAMPIRES	28
CHAPTER 3: WEREWOLVES	40
CHAPTER 4: WITCHES, WIZARDS AND WARLOCKS	52
CHAPTER 5: NIGHTMARES	58



INTRODUCTION

*I went out walking with a bible and a gun
The word of God lay heavy on my heart
I was sure I was the one
— Johnny Cash, "The Wanderer"*

Welcome, **Hunter** Storytellers. We say "Storytellers" because this book is strictly for you. Sure, some of you players like to get all the supplements for a game, including the Storyteller-specific ones, and many of those books give the stereotypical, "Don't read this or you'll ruin your game" blurb. Yet you've read those books anyway, and your game is still going just fine.

Well, the same warning applies here, but perhaps more so than with any other World of Darkness book. We mean it: Players, don't read this, or you'll ruin your game. The **Hunter Storyteller Companion** reveals the very secrets of the **Hunter** backstory; what Storytellers need to know to run a complete, informed chronicle. Not only does the **Companion** offer loads of new powers to bestow upon monsters, from ghosts to goblins, this book reveals the origins and nature of the Messengers, and it lays out the fate of hunters as a whole (as will be explored in forthcoming sourcebooks). This reference explains just about every mystery the **Hunter** rulebook sets up so that Storytellers can create the chronicles they want, whether by following official White Wolf canon or by coming up with material that's completely unique. So, if you want to play **Hunter** in the spirit it's intended, with players in the dark as much as their characters, *don't read any further. You really will learn too much.*

Of course, Storytellers who don't want players to get at this information should simply keep this book out of reach. Don't even draw attention to it. We warned you.

THE POINT

This book provides, primarily, a stepping stone to aid the **Hunter** Storyteller. The **Hunter** rules present all kinds of weird and unusual monsters that you can introduce to your game and set against players' characters. The rulebook's "Chapter 9: The Enemy" establishes the basics of how to create and manage these creatures in terms of game mechanics, in order to keep players on their toes.

However, all the beings detailed in Chapter 9 originate in the other five modern games set in the World of Darkness. Unless **Hunter** is the first Storyteller game you've ever played, you probably own or have access to others in the series. **Hunter** is designed to be compatible with those other games, so you can transplant their rules and systems to depict vampires, werewolves or ghosts to the absolute extreme here. The imbued, therefore, go up against wizards as players could roleplay them in **Mage**, for example. This book fills any gaps that remain between **Hunter** and the other Storyteller games, so you can combine rules systems flawlessly.

Yet we realize that you may not own some or any of the other World of Darkness games. That's where this book is really handy. It breaks down the powers and basic mechanics of the various monster types and makes them available to you for running a **Hunter** game. You don't need to own **Vampire: The Masquerade** if you have this book. You can portray vampire antagonists with all kinds of detail and flair using these rules.

Understand, though, that the creature powers and rules provided in this book are a middle ground between **Hunter's** Enemy chapter and the other Storyteller games. The **Companion** presents the information about ghosts, for example, that actually pertains to the imbued and a **Hunter** game. If background material about ghosts that will never be a concern or even a reality for hunters exists in **Wraith: The Oblivion** — such as that about harrowings — it's not covered in this book. Think of this guide as the educational equivalent of high school, where Chapter 9 is grade school and the other Storyteller games are on par with university. If you want a "college-level" **Hunter** chronicle, you'll need the other rulebooks to understand every monster-related mechanic that could possibly apply (and you'll get plenty that don't, too). We firmly believe that all you need to run a **Hunter** game with rich, complex and compelling antagonists is this supplement (and it's a damn sight cheaper than five hardcover rulebooks).

RECONCILIATION

Since this book is a stepping stone, here's how to tread it: The following chapters correspond directly with what's presented in **Hunter's** Chapter 9. All the new powers, spells and tricks provided here can be added to the lists in the **Hunter** rulebook. Some of the monsters' capabilities from "The Enemy" are elaborated on and revised in these pages, so defer to this book whenever in doubt, unless you simply prefer a particular power provided in the rulebook and you want to run with it. It's your story.

Perhaps this book's most radical departure from **Hunter's** antagonist chapter is the introduction of alternative energy sources for creature powers, replacing Willpower with various kinds of points. Each chapter explains how to spend these points, what they accomplish and how to regain them. Alternate uses of Willpower are discussed, as are new recommended Willpower ratings for monsters.

Note that the **Companion** provides new powers and tricks for creatures to use on or against the imbued. This book doesn't outline new Attributes or Abilities — or their ratings — for each monster variety. The statistics provided in Chapter 9 are just as worthwhile as ever. We thought you'd like more kick-ass magic spells and effects than a bunch of boring Strength or Drive scores. Besides, you can easily change the rulebook's Trait ratings to reflect a particular monster, making it weaker or more potent than players might expect from their sneak peaks at the rulebook's "off-limits" chapters. More importantly, we've done for you the greater task of creating new powers to surprise players.

Each chapter, whether about vampires or spirits, also suggests new ranges of powers available to monsters. Weak or newly created creatures tend to be less adept than ancient or experienced beasts. "The Enemy" also suggests such limits or guidelines, but we've decided to provide more options here, since this book offers such a wide scope of capabilities. Thus, even though your initiate wizard may have only three power options available to him, the possible choices of what to take are now much more extensive.

As for reconciling this book and the other Storyteller systems, it's all fairly intuitive. A lot of rules that are inherent to **Mage**, for example, have no bearing on this game. The **Companion** emulates the other games' rules, but it doesn't provide any more than what the **Hunter** Storyteller needs in order to portray a convincing mage. Ultimately, **Hunter** is about everyday mortal people, and it's on that aspect that the rules focus. For example, systems for damage are simple; there's bashing and lethal. Aggravated damage isn't part of the official mechanics because humans aren't really subject to it. This book presents a simplified form of aggravated damage, but just in terms of applicable attacks that hunters could make against various monsters, say by using fire against vampires or werewolves.

It's up to you, then, to revise the **Hunter** rules if you want them to be more in keeping with those of the other Storyteller games. Maybe some **Hunter** powers, such as Cleave, inflict aggravated damage rather than lethal to certain creatures. Perhaps healing edges can be used to repair even aggravated damage, and they can be used to help deserving creatures. If such a revision increases the excitement and enjoyment of your game, go for it. Remember the "need to know" philosophy by which **Hunter** rules are designed, and you can alter things to your heart's content. Just make sure the players know what your house rules are, even if you have to spell them out rather than

COMBINING POWERS

If you've already played the other World of Darkness games, you'll recognize that this book doesn't make much distinction between monster subgroups (like vampire clans or werewolf tribes). Indeed, it treats wizards as a simple monster type, for example, without concern for traditions, conventions or covens that might define it further. You're free to create creatures according to the rules and societies of the other games. The fact is, though, that hunters just don't know what clan or kith is what. Nor do they care. It's a vampire or a nightmare and that's all that matters. Therefore, we encourage you to mix and match powers or spells listed for a monster type to create the creature you need for a story. It doesn't matter that **Werewolf: The Apocalypse** says that a shapechanger can't have two particular powers. This is **Hunter**. You can do what you want.

In fact, creating "mismatched" monsters for your **Hunter** game actually lends some tension to your story. Players well-versed in the Storyteller system might quietly identify your hideous, hairless vampire and use knowledge about it from another game to their advantage. However, when that being demonstrates capabilities that it shouldn't "officially" have, players don't know what they're up against anymore. That's when they're most true to their characters, and that's when they have the most fun.

So you can be true to the established monsters of the World of Darkness, or you can get creative and throw your group a curve. It's your choice. It's your game.

share a copy of another rulebook and let players see the *truth* about ghosts or werewolves.

WHAT YOU GET

The following is a breakdown of this book and the material to expect in each chapter:

The remainder of the **Introduction** provides answers to the biggest questions about hunters' creators and the fate of the imbued. This chapter is perhaps the most important in this book, no slight intended to all the new powers and rules available in subsequent ones.

Chapter One: Spirits presents the otherworldly tricks of hunters' primary and most numerous foes: ghosts, poltergeists and the walking dead.

Chapter Two: Vampires details the systems and powers available to these loathsome, undead predators. Folklore has nothing on the true extent of the nightcrawlers' capabilities.

Chapter Three: Werewolves reveals the feral practices of these creatures, from the various forms they can assume to the primitive and advanced magic spells they wield.

Chapter Four: Witches, Wizards and Warlocks delves into the mysterious arts of modern-day mystics, from causing "unfortunate mishaps" to triggering Earth-shaking catastrophes.

Chapter Five: Nightmares elaborates on what have previously been identified as only goblins. Some hunters define these mercurial beings as spirits that feed on human imagination, and the nightmares' powers unleash chaos itself.

THE BIG PICTURE

The **Hunter** rulebook presents a number of mysteries at the very core of imbued existence: Who creates hunters? What are the Messengers? Why are the imbued created? What's their mission? What will be their fate? We understand that it's difficult to create a compelling **Hunter** chronicle when you don't have the answers to these fundamental questions. You could decide them for yourself and create your own storyline as a result, which would be fine. However, you might want your chronicle to remain true to what we reveal in future supplements, and those books could clash with the independent direction you create. Since this **Companion** is intended for you alone, it's the ideal place to reveal the truth behind the imbued and their fate, so that we all tell stories based on the same foundation.

The following information lets you create the game you want, with full knowledge of what's going on behind the **Hunter** scenes. You can run with this information — and that which will be revealed in the future — as presented. Or you can alter it to your own tastes to create the stories that you want to tell, knowing what's to come and adapting it to suit your own chronicle. That's the best part of Storytelling.

Understand, however, that the truths revealed here aren't the be-all and end-all of this game. We still have some surprises in store. In future books, look out for twists and turns in the backstory and future plot that will surprise you and

your players. Those developments won't defy what's unveiled now, but they will make it even more exciting. Besides, we have to withhold *something*. That's the best part of creating a new game.

THE GREAT CYCLE

Now is not the first time in history that heroes have arisen from humanity to defend mankind against monsters and oppression. It's happened at least once before, in specific parts of the world, in an almost mythical past. In a distant age when Creation and humanity were still young, the Heavens oversaw reality. Mankind lived a humble existence and honored the gods. And yet, the universe was vast, and it demanded much of the attention of the Powers That Be. In the gods' absence from the Earth, foul lords emerged from their dark places, jealous of the gods' power and of humanity's divine favor. Free to exact their will, these demons abused the world and mankind, imposing afflictions, inspiring sorrow and stealing life itself.

When the Heavens turned their gaze back upon the world, they saw what the demons had done. As punishment for the jealous lords' offenses, the gods chose heroes from among humanity to defend it against further harm. These warriors and champions ferreted out the demons' agents and severed corruption's grip on the land. A Golden Age of prosperity and joy followed as the chosen shepherded the human flock.

And yet, as time passed and the tasks of the chosen were completed, the warriors grew complacent. With the agents of the dark lords driven out, the heroes sought new challenges and entertainment. Eventually, they discovered that it was easier to gain power from weaker creatures than by performing their sacred duties. They learned how to tap the life energy of their people in order to gain strength, and the discovery spread. In the downward spiral that followed, the chosen fell to fighting amongst themselves as they captured human followers, claimed power, struggled for control and staked their claims on the Earth.

When the Heavens realized what had become of their creations, they delivered divine justice once again. The world's heroes were damned to a miserable existence, and they retreated to their lonely dens. Despairing, the Creator of All and his Ministers turned their backs on Creation and the cycle of ages. A shadow fell across the world, and the demons crawled from their holes to wreak havoc once more.

The result, as time has continued to turn, is the decayed, chaotic, grim and sorrowful modern world. Earth is now home to malicious and twisted beings, a plaything for night creatures, abominations and monstrosities that appear to be directed by the demons' pervasive, infectious touch. Indeed, as the world continues to decline, the wheel verges on turning again, marking the time of destruction; the time of hell on Earth.

However, where the Creator has abandoned the world, his Ministers are less severe. They have returned their gaze to Creation, and they know that the end is imminent. Although the wheel cannot stop — the next age is inevitable — they hope that any Apocalyptic era can be made

brief, in anticipation of a new Golden Age to follow. Thus, without their lord's consent, the Ministers have set out to create new heroes, akin to those of the ancient past, champions to rise up against the darkness that threatens to consume all.

Those heroes are the modern imbued, those Ministers are hunters' creators, and the agents who contact the material world are these powers' "Messengers" or "Heralds." Thus, hunters — normal people chosen to awaken and respond to the evils of the modern times — have a divine role to play in the fate of the world. Their task is to inherit the Earth as the heroes of ages past once did, before they fell to their own hubris.

The creeds of the imbued have their appointed roles to play in renewing rather than destroying the world. Those who follow Zeal are intended to cleanse the Earth of demonic pawns and proxies, purifying this age to ensure that a glorious one soon follows. Those who follow Mercy are intended to absolve the next age of the sins of this one, saving those who are worthy of a turn of the wheel, and condemning those beyond salvation. Those who follow Vision are intended to lay the foundations for the next Eden. To their minds, doing so may even mean avoiding Apocalypse. If destruction cannot be averted by saving the current age, then perhaps another reality can be found to forestall the end. Regardless of which course succeeds, the imbued, as humanity's champions, inherit a new world for themselves and all things.

Of course, the preservation of life as we know it rests upon the success of the imbued. If they fail, all is lost. Having learned lessons from the past, the Ministers have tried to avoid the fall from grace of past heroes. The modern imbued are significantly weaker than their predecessors, born completely of the material world and incapable of drawing sustenance from life itself. It's hoped that these "frail" imbued shall pursue their mission without distraction or temptation. They require all their faculties to survive against and contend with demonic agents, let alone guard against growing complacent or becoming wayward.

THE END IS NIGH

Whether the Ministers' plans succeed is another matter entirely. For all their cosmic power, even the gods have failings. If the divine Ministers' creations do succeed in their pursuit of, destruction of or reconciliation with monsters, possible new realities emerge for future ages. The world can be saved. And yet, power corrupts humanity regardless of millennium or era. The demon lords are not blind to the Ministers' efforts. Without the involvement of the Creator of All, the demons believe that the imbued can be undone and Apocalypse assured. Whereas the Ministers impose limits to what hunters are capable of, the demons offer that forbidden potential as a reward... for service. The result is the gradual corruption of the imbued as they sell their souls for more power, at first to accomplish more good, then inevitably for power's sake.

As with hunters' predecessors, conflict and war erupt. Some hunters seek to gain greater strength, even over each other. Some ally with the darkness, and some seek to preserve

their true calling, fighting the fallen and facing the demons' agents. In essence, history repeats itself.

The results of this war are impossible to guess. Focused and dedicated hunters may stave off world damnation. The misguided may allow the end to come. The truly lost may actually hasten ultimate destruction. Will the imbued follow in their progenitors' footsteps or find their own higher path? Time will tell.

Then again, the failing of the world's first heroes was punished and resolved by the return of the Creator of All. Perhaps his gaze will turn again....

CONCLUSION

So there you go: the basic past and future of the **Hunter** line, revealed for your edification. Subsequent sourcebooks will offer hints to these truths — and to facets that are only alluded to here — for player and Storyteller purposes. The intent is to present major developments in various core sourcebooks such as creed references or guide books rather than through a traditional adventure series. That way, you can introduce the plot turns that you like and disregard the rest, while still tailoring stories to your troupe alone. We hope you pursue and enjoy events as they unfold.

APPLICATION

So what does all this hocus-pocus mean in terms of hunters and who (or what) they are? Each of the following chapters details how the imbued interrelate with the supernatural creatures of the World of Darkness. However, those relationships can be boiled down to one simple premise: The imbued are antithetical to all supernatural powers. They are the products of material reality alone, with no spirit-world aspects. The imbued possess their own might, handed down by the Ministers. They can have no ties to ghosts, zombies, vampires, werewolves, wizards or goblins. People with the capabilities of any of those creatures are never imbued. People with blood ties or mystical connections to any of those creatures — whether they're ghouls once bestowed with vampiric capabilities or the direct relatives of shapechangers — are never imbued. People with any inkling of mystical potential are never imbued. Hunters are chosen strictly from the mundane human masses.

The one thing that makes candidates for the imbuing stand out among their peers is the capacity to witness and contend with monsters — the will to know the truth and deal with it effectively. (And as we know, not all candidates are successful, some become bystanders rather than full-fledged chosen.)

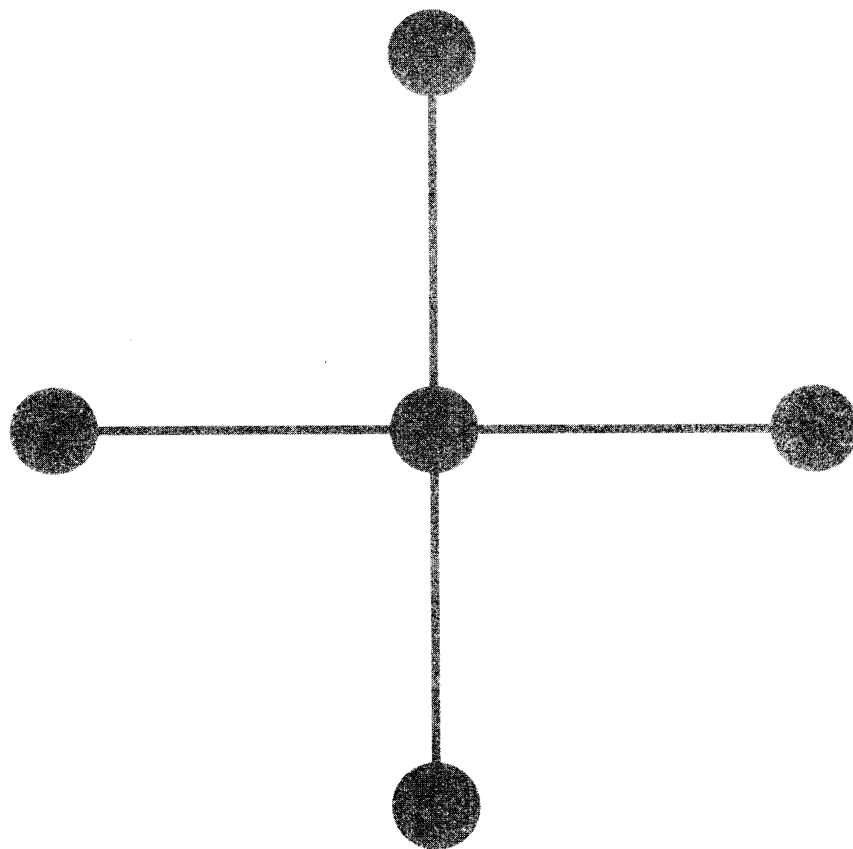
Hunters' normality actually manifests in two different ways: First, neither second sight nor edges such as Discern, Witness or Illuminate detect other "inactive" hunters. That is, a hunter with no edges active, particularly edges such as Cleave and Ravage that actually manifest something, appears perfectly normal and human. The imbued cannot automatically recognize each other through use of second sight or detection edges. A subject must have an overt edge active to be recognizable by another hunter. Even then, hunters' edges are often visible to all fellow imbued; neither second sight nor Discern is *required* to see

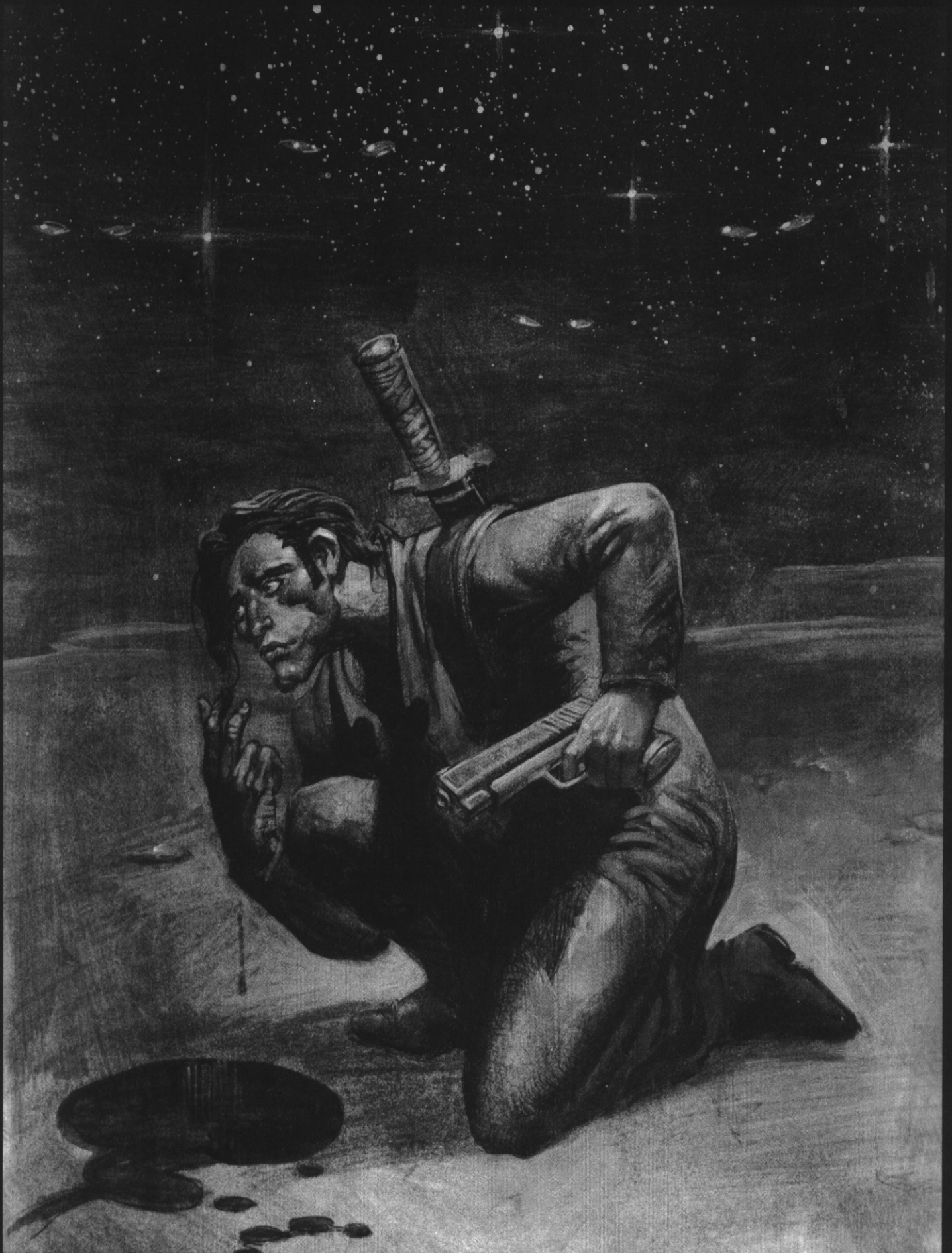
the effects. Thus, if a hunter has no power at work, he seems absolutely human to other imbued. If one of the chosen uses an edge overtly, other imbued recognize him as one of their own, without need of second sight or an edge like Illuminate. Since hunters largely retain their mundane, mortal countenance, they have confidence that their humanity is in fact preserved. Since there are so many other normal people in the world, however, identifying fellow hunters becomes difficult. If the imbued are to make contact without showy displays of edges, it has to be the old-fashioned way — by communicating.

Second, the chosen believe in their humanity because no deceased hunter has ever been known to return as a ghost or one of the walking dead. Hunter souls, if such exist, seem to depart the physical world. Likewise, their spirits do not seem to occupy any dead bodies, creating zombies. (A hunter's corpse can be possessed by

another spirit to create the walking dead, but a hunter's soul is never responsible for such creation.) The imbued have various ideas about their afterlife — typically that service in life ushers them to their reward — but no one knows for sure.

So, can players have imbued characters who are also werewolf kinfolk, wizard apprentices, vessels for religious magic, bearers of enchanted blood or the possession victims of previous hunters? Officially, no. The Messengers recognize such people as part of the world's threat — those perhaps touched by demons in these modern times — and they do not imbue them. Humanity's saviors come solely from among the downtrodden common man. If you choose to allow characters with supernatural ties to become imbued, that's fine, but it's possible in your chronicle only. The game does not officially allow such possibilities.





CHAPTER I: SPIRITS

For I am the Hunter; I bring death to the dead.
— Sir Leonard Mendel, *Fen Eulogy*

The end of the world is nigh, and the ubiquitous presence of the restless and walking dead is a pretty good indicator that the final storm is imminent. The dead aren't content to move on to the next world anymore. They come back to make a point, to haunt their old enemies and to cause trouble. Is it any surprise that they're a hunter's most numerous and commonly encountered opponents? Indeed, the arsenal of the lingering dead is enormous. Luckily, most of the tricks ghosts rely on are simply troublesome... although some can turn lethal.

Hunter's Enemy chapter establishes a range of forms for restless spirits and staggering corpses. The walking dead include the hidden, walkers and shamblers. Hunters designate independent spirits as disembodied ghosts, poltergeists and possessors. For our purposes here, the various forms of these monsters very need little distinction. This book broadens the powers that you can assign to various spirits or zombies, to keep players and hunters on edge and to introduce new secrets about the enemy.

Indeed, **Hunter** states that the walking dead and possessing spirits typically lack tricks and powers beyond taking physical form. Some hunters speculate that the amount of spiritual energy required to possess a body ties up the energy that such a ghost would use on other tricks. But you don't have to abide by that guideline. Your zombies and body-controlling ghosts can wield whatever tricks you like, whether from the **Enemy** chapter or the catalog provided here. Just

bear in mind how powerful you want your restless-dead antagonist to be. Having too few or no powers might make her a pushover. If she has too many, she might wipe the hunters out in one fell swoop. Thus, zombies tend to demonstrate two or three common tricks, if any at all. Considering how difficult these juggernauts are to stop, perhaps that limitation is a blessing.

Of course, you're not limited to what powers are presented here. Storytellers familiar with **Wraith: The Oblivion** are free to introduce the more detailed powers of that game and its supplements.

Ghosts vary wildly in their facility with tricks. Most know only a handful of common ones. Old or angry ghosts have a handful of common and maybe one or two uncommon tricks. The oldest and most dangerous ghosts can do several common tricks, a handful of uncommon ones and two or three that are exceedingly rare (and deadly).

FOOD FOR THOUGHT

To play tricks on the living, spirits have to stir up feelings on which to feed. All ghosts and zombies, regardless of temperament or inclination, feed on emotion. Tasting the raw feelings generated by mortals infuses the dead with energy and a connection to the living world. One spook might feed on fear or anger while another might feed on joy or love, but they all need a source of a particular emotion to keep them well-nourished and capable of causing trouble. The specific type of emotion on which a spirit must feed depends on the nature and

identity of the being. The mindless and unrefined might gain sustenance from terror or pain. Meanwhile, a cultured, subtle or even benevolent spirit might gain energy from feelings of passion, contentment, safety or envy. You must decide what kind of emotion your ghostly creations crave. A staggering shambler whom hunters are meant to defeat easily might require fear, while a sophisticated spirit with whom hunters might have to form an alliance — or at least negotiate — might feed on suspicion or distrust.

Regardless of what living sentiments empower spirits, they typically use their tricks to catalyze situations that bring about those feelings. Fear and anger are the easiest feelings to evoke. If a ghost appears horrific before a living person or provokes her with annoying events, he'll receive an emotional bounty. Meanwhile, ghosts that feed on love and similar higher emotions use their tricks with a virtuosity that allows them to coax noble sentiments from even the basest knuckle-dragging, crack-smoking troglodyte in the trailer park.

Spirits' emotional currency is Pathos, and some are willing to go to extreme lengths to get it. Pathos is the energy source used to power spirits' magical effects. It replaces Willpower in that capacity, as detailed in *Hunter's* Enemy chapter. Therefore, ghosts and zombies seek to gain Pathos from human emotions to increase their reserves and fuel their tricks. Spirits still possess Willpower as a Trait — it's used just as detailed in the *Hunter* rules, to gain automatic successes and perhaps to resist even ghostly fears. However, Willpower does not power the tricks listed in this book. Spirits and zombies have Willpower ratings anywhere from 2 to 10, depending on their drive or obsession (or lack thereof).

Spirits and zombies generally don't have more than 10 Pathos points at any given time, although certain old ghosts may be exempt from this restriction at your discretion.

Spirits acquire emotional sustenance in three ways: simply by being in the proximity of people who experience the emotion in question, by instilling the appropriate feelings in living victims and devouring the results or by taking shelter in a safe haunt. Obviously, it's easy to feed on whatever feelings are already in an environment, such as fear at a cemetery or relief at a church. A spirit that feeds on such feelings gains one point of Pathos for each hour it spends in that environment, up to the spirit's normal Pathos limit. Many spirits linger at (or *haunt*) places where their sustenance is created spontaneously, and they may even protect such places from destruction, whether for good or ill. A maternal ghost, for example, may protect an orphanage out of appreciation for the occupants and their youthful energy. A malignant ghost might haunt the same place in order to feed on the despair and loneliness that emanates from the children.

Inspiring emotions in humans is much more demanding, but it can have more gratifying and immediate results. A spirit or zombie that seeks to create sentiments tampers with the human psyche or causes events that arouse the appropriate reaction. In the latter case, a ghost often performs a trick, such as causing a photocopier to break down to inspire frustration. In some cases, a being simply makes itself known to get what it wants. For instance, shamblers often present themselves to humans to elicit fear. A ghost that feeds on anxiety may gain that emotion from continually crashing a victim's computer, thereby causing her to feel anxious about

losing data. A hidden that feeds on love might trap a likely couple in an elevator together for a while. Regardless of how the ghosts inspire emotions, roll Manipulation + Empathy against a difficulty of 6 or the Willpower rating of the people in question — whichever is higher. (You can also roll a spirit's current Pathos score if you haven't determined its Manipulation or Empathy.) For each success achieved, the ghost earns one Pathos point. If tricks have to be used to motivate an emotional response, the reward of the roll hopefully pays for and exceeds any points spent to activate the power.

Ghosts can attempt to instill emotions only once per scene. However, if multiple spirits feed off the same emotions, their separate efforts may fuel all of the monsters present.

Victims of ghostly emotion control react appropriately. They may be paralyzed, display surpassing tenderness or exhibit dangerous pride. Whoever controls the character should roleplay the results. The duration of such effects depends on the number of success achieved in the Manipulation roll. Each success indicates one turn of behavioral change, although people inclined toward those feelings may demonstrate them longer, while those opposed to such displays by nature recover more quickly. A victim might also spend a point of Willpower to recover almost immediately.

Hunters, like any mortals, can be manipulated into feeding ghosts with emotions — unless a player has spent a point of Conviction. In the latter case, a spirit or walker is unable to manipulate a hunter's emotions for the duration of the scene. However, Conviction doesn't prevent a ghost from consuming emotions that occur to hunters naturally. A hidden that feeds on anger cannot change a hunter's calm to rage through mental meddling, but it might have a few choice things to say about the imbued's mother that might anger him sufficiently for the ghost to feed. Roll Manipulation + Empathy to determine how many Pathos points the ghost gains through this indirect means of emotional influence.

If a hunter is under a spirit's emotional control for a length of time — the player has spent none of the hunter's Conviction when a ghost strikes — she must be roleplayed appropriately. However, if you allow the player to spend Conviction subsequently, the imbued may regain control for the remainder of the scene, only to lose it again afterward if the spirit's influence lasts that long. You may also rule that emotion control ceases completely the moment the player spends Conviction.

The third way a spirit or walker can regain Pathos involves lingering around, taking shelter in or residing at a place that the creature haunts. A haunt is often a person, place or item that had meaning to the ghost in life. For zombies, a haunt can be the creature's burial place, the vicinity of an intended target of revenge or a morgue. Spending 24 hours in a haunt restores one point of Pathos automatically. If that person, place or item is ever killed or destroyed, such casual access to spirit energy is lost. Note that sources of ambient emotional energy, such as a church, are sometimes spirits' feeding places as well as haunts, but few ghosts or hidden are so lucky. You may decide what people, places or things a spirit haunts, if any, based on the being's identity and agenda.

PHYSICAL VERSUS SPIRITUAL

Ghosts and zombies, being dead, don't abide by the conventions of pain and health that the living do. Whereas humans

and many living creatures have seven health levels, ghosts — specifically, disembodied spirits, poltergeists and possessors — have 10. They suffer no wound penalties for losing these levels, and it's actually difficult to make them lose any. Physical "contact" with the space occupied by a ghost has a short-term effect on the creature, but rarely is such contact debilitating. When a ghost passes through or contacts a physical object, it loses only one health level, and it may contact or pass through objects without penalty thereafter for a number of turns equal to its Stamina. All further physical attacks, including firearms, have no effect for those next few turns.

Since conventional physical attacks have little effect on ghosts, hunters typically turn to their edges to cause more damage. The descriptions of hunter edges, such as Cleave, indicate whether they harm incorporeal ghosts. When ghosts can be harmed, the type of attack — bashing or lethal — usually has no bearing. All attacks are treated as bashing, are marked with a "/" on the Health chart, and can be soaked. You may decide, however, that certain edges inflict "lethal" damage on ghosts. These lost levels cannot be soaked, and they are marked with the traditional "X."

POWER, SPEED & ENDURANCE

Some zombies possess superhuman physical characteristics. While not generally as pronounced as werewolves' or vampires' physical abilities, corpses' advantages, combined with their natural resilience, can be devastating. Few zombies, if any, have more than a dot or two of any of these physical enhancements, and none have more than five.

POWER

Some zombies have such remarkable strength that they can break through doors, make terrifying leaps at opponents or toss manhole covers at gawking hunters.

System: For each point in this heightened capability, a zombie gets an automatic success on Strength-based rolls, including damage. This capacity is inherent to zombies, thus it doesn't require the expenditure of Pathos.

SPEED

While zombies are stereotyped as slow and clumsy (a reputation they get from shamblers), some are terrifyingly fast, able to do several things in the time it takes a normal human to do one.

System: For each point in this heightened capability, a zombie can perform one extra action per turn. This extra action must be dedicated to one activity only, such as attacking an opponent. It cannot be dedicated to multiple activities, like driving and firing a gun simultaneously. Gaining extra actions costs a total of one Pathos per turn.

ENDURANCE

Not only are zombies oblivious to harm, but some are actually resistant to it.

System: Corpses with this heightened capability get an extra soak die for every point in this Trait. Worst of all, they use these extra dice (not including any from Stamina) to soak lethal damage, even that from fire. This extra toughness does not require the expenditure of Pathos.

When ghosts lose health levels, they appear to become ragged or translucent. When they lose all of their health levels, they seem to fade from the world altogether. Most ghosts would rather flee further harm than disappear in this way. They would rather cling to the living world than be subjected to the oblivion of the next. What most hunters don't realize initially is that ghosts are not destroyed when they disappear, they are simply sent back to the underworld for a while. In time, they return to the living world somewhat worse for wear and bearing a grudge.

While they still reside in the living world, ghosts are capable of rejuvenating their noncorporeal forms. By spending one Pathos point, they can renew a health level, up to the normal health level limit of 10. It takes one action to restore a health level this way, and only one level can be regained per turn.

A spirit that possesses a living host does not suffer the damage that its body does. A possession victim may be shot, punched, stabbed and even killed. However, the ghost in control does not suffer any of this harm. Some edges are capable of affecting a possessing spirit and *not* its host, while others — like Cleave — affect both.

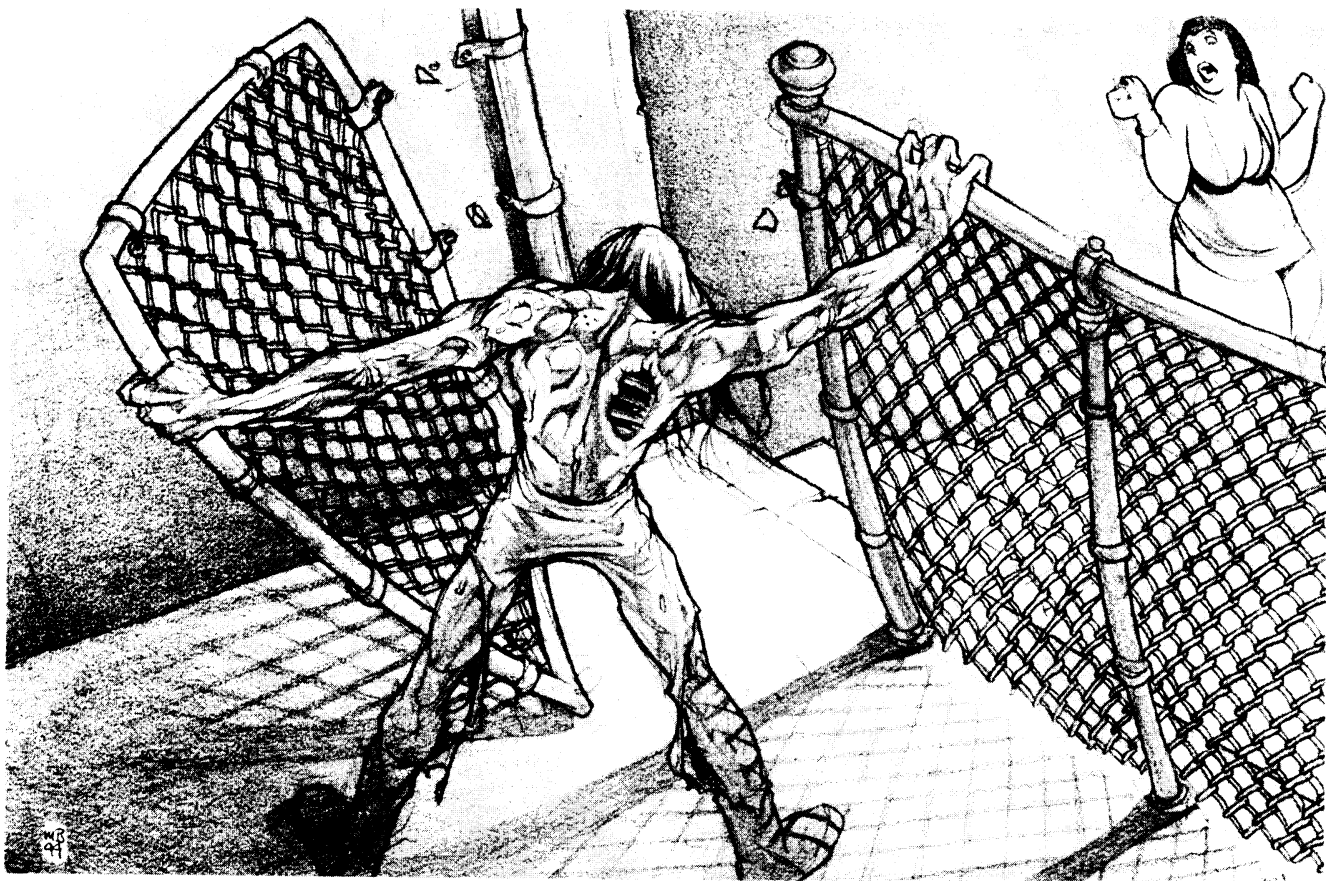
Zombies — specifically, shamblers, walkers and hidden — are oblivious to pain like ghosts, but they bear human form, so they can be damaged by physical attacks. Fists and bullets do harm to walking corpses, but zombies are still immune to pain. Zombies suffer no wound penalties for lost health levels — the creatures just keep coming. Bashing attacks can be soaked while lethal ones cannot be. Likewise, fire does lethal damage that cannot be soaked. Decapitation may stop some zombies cold, but the disembodied parts of others can continue on until obliterated, even joining to reform the creature (basically, decide what you want your zombie to be able to do for dramatic purposes). Of course, possessed of permanent physical form, zombies cannot pass through physical objects as ghosts can, nor can the spirits within them abandon their bodies. Such a spirit is forced from the physical world when its walking-dead corpse is destroyed. Such is the difference between the spirits that animate zombies and the ghosts that choose to possess living human hosts.

Like ghosts, some zombies — typically hidden and walkers — can restore their physical forms. By spending one Pathos point, they regain one health level, whether they lost it to bashing or lethal damage. Regenerating costs one action, and no more than one level may be regained per turn, up to a total of the creature's normal health level limit. Advanced zombies, such as hidden, can have as many as 15 health levels, while inferior ones, such as shamblers, tend to have 10.

TRICKS OF THE TRADE

Spirit tricks are classified as common, uncommon and rare, and they increase in severity from annoying or trifling to deadly. Common spirit tricks cost a spirit relatively little Pathos to use. The average freshly dead shade seems to be less capable of the full-scale havoc that older spooks can unleash. Hunters come to appreciate this graduation of power, provided they survive long enough to take note of it. As stated earlier, the following powers are available to ghosts of any kind, or to the walking dead.

Normal people do not want to admit to the existence of the restless dead. Ghosts and zombies cause the minds of the



living to “short-circuit.” Humans (including hunters without Conviction active for the scene) break down in the face of ghostly presence or evidence. The tricks of the dead can make mortals faint, run away or refuse to believe their senses. A viewer’s response, ranging from extreme fear to disbelief to bland interest, is based on his Willpower rating. A victim with low Willpower tends to be scared catatonic while a victim with high Willpower can be nonplused, but still disbelieving. (“It’s, uh, a weather balloon.”)

COMMON TRICKS

ACCELERATION/DECELERATION

This trick allows a ghost to affect a small amount of matter in the physical world. An object that’s already in motion can be redirected, accelerated or slowed down. Getting an item that’s at rest to move requires use of the Nudge trick.

System: Spend one Pathos point and roll Dexterity + Athletics (difficulty 7). Each success changes the trajectory of an object by a few degrees, or its speed by a factor based on the number of successes achieved (two successes either double or halve the object’s speed, while five quintuple the item’s speed or slow it to a fifth). Each success also indicates that one pound of material can be affected. If the roll turns up three successes, a ghost can move an item weighing no more than three pounds. This trick can alter an item’s course one turn for each success rolled, and it may remain on that course and at that speed thereafter.

BENIGN OCCUPATION

Disembodied spirits using this trick treat people as a source of entertainment or transportation. They slip into the

bodies of their hosts and just ride around. While this particular trick doesn’t seem to grant any control over the host, most hunters agree that it is an intermediate step toward worse abuses of the living.

System: Spend two Pathos points and roll Dexterity + Empathy (difficulty 7). Each success allows the spirit to occupy a host for one hour, unless evicted prematurely.

Second sight and certain observation edges — Discern, Witness and Illuminate — allow a hunter to perceive the superimposed image of a ghost over a living host. Hunters whose players spend a point of Conviction are immune to Benign Occupation for the scene. If a ghost already occupies a hunter when the player spends Conviction, the ghost is immediately and forcibly evicted from the host. Hunters with active second sight can see riding ghosts in fellow imbued, and perhaps even in themselves, say in a mirror or as a ghostly hand superimposed upon their own.

BESTIAL OCCUPATION

This trick allows a noncorporeal ghost to slip into the body of an animal and ride around in it. The greatest advantage to ghosts using this trick is the reconnaissance capabilities it grants. However, spirits can’t seem to control a creature with this trick, so hunters have suggested that it’s best to eliminate the problem before a ghost learns more complete mastery.

System: Spend one Pathos and roll Dexterity + Animal Ken. The difficulty depends on the type of animal. Certain animals with supernatural affinities (ravens, bats, rats and wolves) can be possessed at difficulty 6. Most other animals

require difficulty 8. Ghosts can control flocks/ packs of animals at +2 difficulty. Oddly enough, spirits can control swarms of flies at difficulty 6. What that suggests about flies is anyone's guess. Bestial Occupation lasts for one hour per success gained, unless the spirit wishes to emerge sooner.

When a hunter using second sight looks at an occupied animal, she sees the head of the ghost superimposed over the animal's and the body of the ghost compacted to fit within the skin of the animal. The smaller the animal, the more disturbing this appearance is.

CONTROL CREATURE

This art grants the disembodied spirit *control* of animal bodies. Most hunters never expect their cat or the neighbor's poodle to be a ghost's weapon of choice, but this trick makes it happen. Some ghosts use animals such as birds for discreet, quick transportation. Others might take command of the biggest rottweiler they can find, then go on a killing spree.

System: Roll Manipulation + Animal Ken against the same difficulty as for Bestial Occupation. Each success equals one hour of control before needing to roll again. Spend two Pathos for every roll. Other animals intuitively shun the possessed creature. A ghost that controls an animal has the beast's physical Attributes and perhaps some of its Abilities (usually those based on heightened senses), while the spirit retains its mental Traits and maybe some or all of its other tricks.

Unless a possessing ghost has developed expertise for moving like a particular animal, something odd can be sensed about a controlled creature on a successful Perception + Alert-

ness roll (difficulty 7). Ghosts using this trick appear to hunters with second sight just as they do when using Bestial Occupation.

DARK VISIONS

Some ghosts are adept at instilling hideous flashes of imagery in the minds of subjects. These visions can be grotesquely violent, sexually exotic or just bizarre. Simple information may be encoded in a vision if the ghost is so inclined. Nothing more than a brief glimpse may be imparted, but a dedicated ghost can use this trick frequently enough to make up for the brevity of its effect. Father Shaugnessy may shrug off a single image of naked altar boys, but when they come every five minutes, it gets... distracting.

System: Spend one Pathos point and roll Charisma + Expression (difficulty 7). The number of successes achieved indicates both the vividness of the image and its duration in seconds. The victim is distracted and possibly disturbed, although spending a Willpower negates being sidetracked. Hunters with active Conviction are immune to having such visions implanted.

DECAY

More irritating than dangerous, Decay exemplifies the sort of tactics ghosts use to torment the living. Small fragile items age rapidly. The most common targets are paper, cloth and other delicacies. A flower shrivels, a bracelet corrodes, a driver's license yellows and falls apart, checks and contracts crumble. Nothing more than a few ounces can be affected, but when it includes all the money in a hunter's wallet, that can be plenty.

System: Spend one Pathos point and roll Strength + Occult (difficulty 6). One success destroys a few sheets of paper. On three successes, a sheaf of paper about the size of a comic book molders and decays. Five successes can take out the entire "S" volume of the *Encyclopedia Britannica*.

DETACH

This trick can be spectacularly destructive (or oddly therapeutic, depending on the context). The ghost touches the victim's mind and nullifies one particular desire. The subject desired can be as concrete as a favorite ring or as abstract as a long-standing yearning to become a painter. There's nothing subtle about this trick. Any skillful observer of human nature might notice a victim's sudden change of heart, say on a Perception + Empathy or Science roll (difficulty 8). Some ghosts punish their enemies by removing desire after desire until a victim is left wanting for nothing and doesn't even have the motivation to get out of bed.

System: Spend two Pathos and roll Manipulation + Empathy (difficulty 8). The number of successes achieved indicates the intensity of the desire that can be eliminated. One success wipes away a secret dream of becoming an actor, but it takes five to divest a victim of the desire for food or sex. The duration of the effect may be temporary — a few turns, minutes or hours for a couple of successes — or permanent with several successes. Hunters with active Conviction are immune to Detach attempts.

DIRECT CONNECTION

An incorporeal spirit can communicate directly with a computer system to open and close files, reboot the machine, save documents, alter a database, move the cursor and/ or display short strings of text on a monitor, without bothering with standard input peripherals such as a mouse or keyboard.

NOBODY'S IMPERVIOUS

One of the major things that distinguishes hunters from defenseless humans is the imbued's Herald-granted Conviction: the power to see the horrors that stalk the world and the strength of purpose to confront them. Activating second sight by spending a point of Conviction allows hunters to see the supernatural creatures around them and not flinch. It also protects them from mental domination. That protection makes the imbued formidable, but not invulnerable. A hunter *without* active Conviction is as susceptible as any human to mental domination, mind magic and the terror that comes with seeing ghosts, zombies, werewolves or goblins.

If a hunter is affected by a long-term mind- or body-control effect when his Conviction is *not* active, he is as vulnerable as a normal person. If the player spends Conviction in subsequent scenes, the outside influence may be broken completely. Alternatively, the character assumes full control for the duration of the scene only, after which the outside influence resumes. You decide which result occurs. Generally, if a hunter has no idea that his actions or thoughts are under supernatural sway, that manipulation resumes at the end of the current scene. If the character recognizes the effect that's been imposed on him all this time, the player can terminate the effect completely by spending a point of Conviction. Conviction, on page 132 of the Hunter rulebook, elaborates further.

System: Spend one Pathos and roll Wits + Computer (difficulty 6). One success allows the ghost to move the cursor. Three successes display a short line of text. Five allow the ghost to open or close a file.

DIRGE

Some ghosts and zombies can wail like banshees and cause those who hear to be overwhelmed with dark emotions. Fear is common, as are rage and confusion. While this trick is relatively easy for hunters to deal with, a ghost can still incite those around her to acts of violence or despair.

System: Spend one Pathos and roll Charisma + Expression (difficulty 6). The number of successes achieved determines the potency of the emotion evoked, as well as its duration. Successes equate to die roll difficulties imposed if a victim despairs or is made fearful. Successes can be added to a victim's attack pools when enraged. Four or more successes are enough to cause an extreme reaction in a listener, depending on the effect the spirit seeks. Emotions persist for one turn for each Dirge success. Hunters with active Conviction are immune to the effects of this trick. They can still hear the wail and understand the sentiment it evokes, but they do not fall under its sway.

DISORIENTATION

This trick causes a victim to feel lost, scared and completely out of sorts. Fleeting as it is, the sensation of forgetting everything, including one's own name and whereabouts, is profoundly creepy. Some victims describe it as having their brains rebooted, while others say it's like the moment of disorientation that follows a fainting spell. Regardless of phenomenology, ghosts

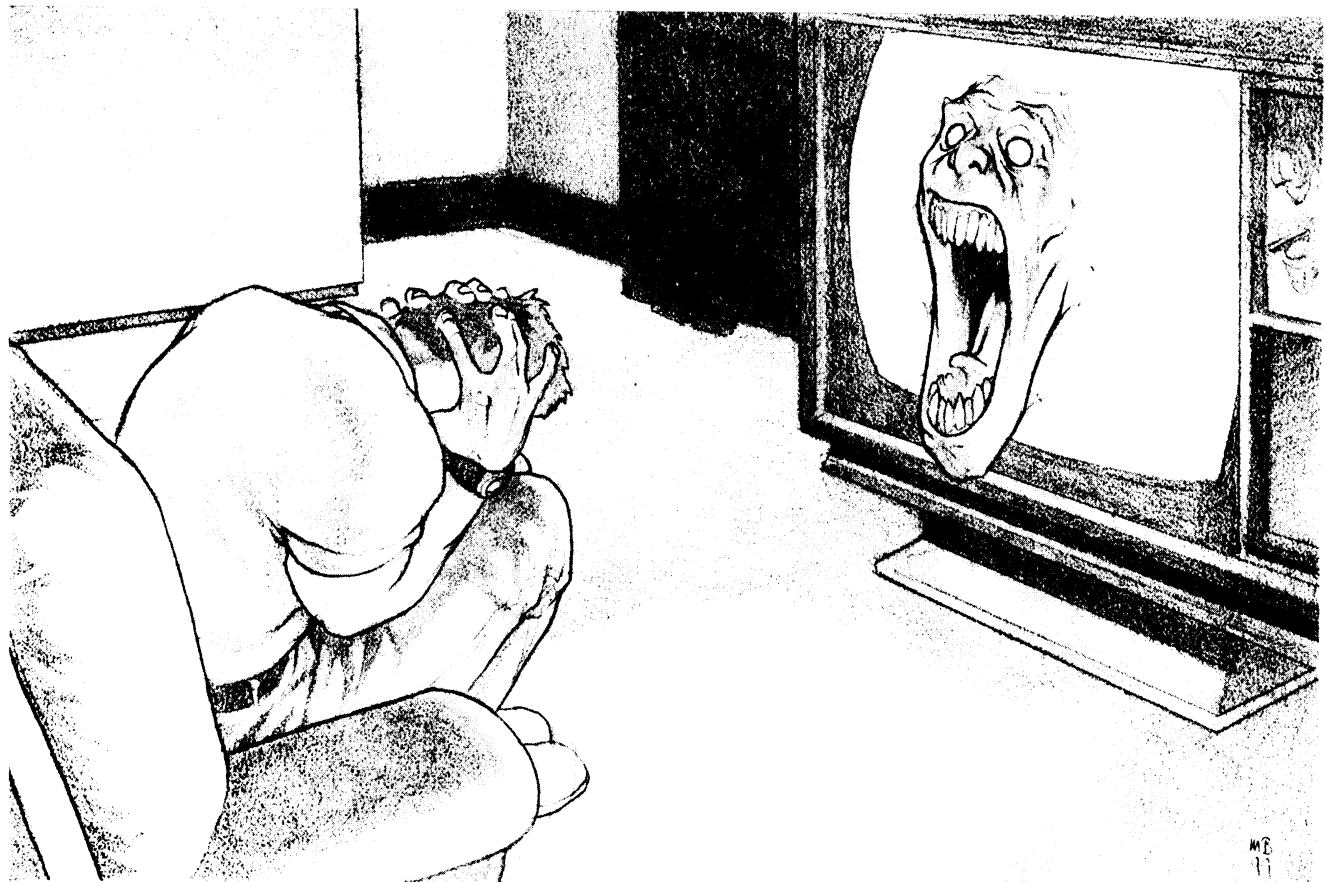
and corpses use this trick to terrify, distract and even kill. (Imagine forgetting how to drive at 90 mph....)

System: Spend one Pathos and roll Intelligence + Empathy (difficulty 6). Each success renders the victim confused for one turn. All of the victim's dice pools lose one die for each success the user of this trick rolls. The player of the victim may make an Intelligence roll (difficulty 8) or spend a Willpower point to counteract the effect, but he must do so during every turn of the trick's duration. The monster must touch the victim to activate this trick. Hunters with active Conviction are immune to Disorientation.

DREAMSCAPING

Spirits and the walking dead can't always affect hunters in their waking hours, but some can make a hunter's every dream a nightmare. This trick allows a monster to warp the elements of a mortal's dream by subtle degrees. It can transform a pleasant dream of childhood into a playground nightmare complete with demonic bullies, freakish crack dealers and child-devouring play structures. By the same token, a ghost can shape a real nightmare into a pleasant or even erotic dream.

System: Spend two Pathos and roll Manipulation + Empathy (difficulty 6). One success alters a single element of a dream (changing one about work into one about being naked in front of co-workers), while three successes change three major elements. The ghost cannot transform a dream completely in one fell swoop. He must sculpt the dream carefully, element by element, into the work of art for which he strives. A sleeping hunter can't exactly activate Convic-





tion to guard against the assault, but you might allow a character a chance to sense danger and wake up.

ENSHROUD

As if they weren't hard enough to see already, some insubstantial spirits can hide from even a hunter's second sight. These ghosts simply wrap the shadows of the world of the dead around themselves and vanish.

System: Spend one Pathos and roll Wits + Stealth (difficulty 6). The spirit remains hidden for a number of turns equal to successes rolled, plus three. Only the Discern, Witness and Illuminate edges can detect a ghost using this trick. Hunters who believe their second sight allows them to sense everything supernatural are likely to assume the ghost has just disappeared.

GHOSTGRIP

This trick allows a noncorporeal ghost to lift (and subsequently drop) items in the material world. Items can be levitated as high as 10 feet in the air, or the ghost can cause items in a room to go flying.

System: Spend two Pathos and roll Strength + Athletics (difficulty 6). One success allows the ghost to lift an item weighing up to 10 pounds, while each additional success allows the ghost to lift an additional 10 pounds. An item can also levitate for one turn for each success achieved. A ghost can affect or move items at a distance up to its Strength + Athletics in yards.

IDLE HANDS

"When the mind's away, the hands will play," is the philosophy of disembodied ghosts using this trick. It allows a spirit to reside in a body and control casual movements when

the host's mind is otherwise engaged. Mindless repetitive tasks (doodling during a boring lecture) are the easiest to instigate, while anything that requires focus (loading a gun while watching TV) is difficult. Although a ghost can force a victim to commit minor acts of self-inflicted damage — digging nails into palms, for example — the victim cannot be made to do anything lethal to herself or anyone else.

System: Spend two Pathos and roll Dexterity + Subterfuge. The difficulty depends on the complexity of the task and the victim's emotional state. Causing an angry man to rip apart a letter from an ex while watching a violent television show is easy (difficulty 4). Causing the same man to absent-mindedly load a gun while he's happy and watching Martha Stewart is challenging (difficulty 8 or 9). Idle Hands cannot affect hunters with active Conviction. Every use of this trick after the first on the same victim in a single day increases the difficulty by one as the subject becomes more attentive to his own (strangely purposeful) nervous actions.

NUDGE

This trick allows a ghost to manipulate small items in the real world. Curtains flutter, a pencil rolls, computer keys seem to type by themselves, and a combination-lock turns. Items affected with this trick will not levitate, and objects over five pounds are too heavy to be manipulated.

System: Spend one Pathos and roll Strength + Athletics (difficulty 6). One success pushes a pencil. Punching a series of keys on a keyboard or clicking off the safety of a gun requires three successes. Five successes turn a key in a lock or pull a plug from its socket.

PHANTOM

Everybody knows that ghosts look like hazy, indistinct, pale figures. That legend derives from this trick. A ghost is able to bring its ectoplasmic self into the real world, causing superstitious grandmothers to faint and drunks to shit themselves. Most ghosts look at least vaguely as they did in life, although some can make themselves look as bizarre and grotesque as anything you can conjure up.

System: Spend one Pathos and roll Charisma + Performance (difficulty 6). Each success allows the ghost to manifest for one turn. Such an appearance in itself drives off normal people. However, if the ghost tries to terrify a victim intentionally, roll Manipulation + Intimidation, at a difficulty equal to the victim's Willpower. For each success, the victim cringes in abject terror for one hour. Extreme terror can also have a number of side effects on a subject, ranging from heart attack to loss of bladder and bowel control to hair turning white. Hunters with active Conviction can witness phantoms without effect. Imbued may understand that a terrifying image is an illusion, but the spectacle can still be unnerving. Each success gained in the Intimidation roll imposes a -1 penalty to dice-pool actions taken directly against the ghost while the image persists.

PHYSIOLOGY FLUX

Between occupation and full control of a host, there is a point where ghosts can manipulate the fine elements of a victim's physiology. A possessing ghost can cause (or prevent) vomiting, hot flashes, heart palpitations, erections, sneezes and mild shock. If the subject is wounded critically, the ghost can stabilize (or destabilize) him enough to stave off (or hasten) death.

System: Spend two Pathos per attempt and roll Manipulation + Medicine against a difficulty equal to the victim's Willpower, with the following modifiers:

Relationship with Subject	Difficulty Modifier
Immediate family member or lover	-2
Close friend/longtime enemy	-1
Acquaintance	0
Stranger	+3

A few successes cause minor passing effects. With four or more, a ghost can cause extreme phenomena such as spontaneous bleeding, lactation in men or projectile vomiting. The number of successes rolled typically indicates the dice-pool penalty imposed on the victim on all actions taken for the duration of the bodily change. A physiological effect persists for as many turns as you roll successes. This trick has no effect on hunters with active Conviction. Willing participation on the part of a human or imbued host does not ease use of this trick; the body still seeks to reject the foreign influence.

RAVEN'S FOIL

A ghost or walking cadaver can inspire spectacular chaos with this simple trick. The revenant touches any item and makes it appear as an idealized, precious version of itself to the living. An outdated 286 PC can appear to be the fastest, most powerful computer available; a toddler's crayon scrawl seems like brilliant art; and a fast-food burger becomes the most delectable of all possible morsels.

System: Spend one Pathos and roll Manipulation + Subterfuge (difficulty 6). One success renders the item desir-

able for five minutes, while five successes make it so for half an hour. Roll Willpower (difficulty 8) for anyone in the object's vicinity to resist a deep-seated desire for the object. Hunters with active Conviction are not affected.

SHORT

The scourge of hunters who rely on computers for their information, this trick can result in anything from a total system reboot to completely frying a motherboard. Data is lost, connections go down and a ghost's victims scream — not in terror, but in rage.

The results of Short are not limited to computers. Hunters have reported angry ghosts screwing up everything from TVs to car ignition systems. This little trick alone keeps some hunters from traveling by air.

System: Spend two Pathos and roll Wits + Science (difficulty 6). The resulting successes are the number of devices (or subsystems) that can be disrupted at one time in the creature's vicinity. If the ghost affects multiple devices, the damage isn't permanent; disruption of all subjects persists for one turn per success rolled. If the spirit works on only one system, say a computer, the number of successes indicates how fried the system is. One success causes a system reboot, while five successes completely fry any affected circuitry, surge-protectors notwithstanding.

SPARK OF RAGE

A ghost or zombie can turn any metal object into a weak capacitor that holds an electrical charge. When a person handles the item, she receives a loud and painful shock. Popular items to apply this trick to include keys, weapons, doorknobs and coins.

System: Spend one Pathos and roll Stamina + Science (difficulty 7). The number of successes achieved determines how many times the item can shock a handler before losing its charge. This trick doesn't cause damage, even at its worst. Each shock causes the temporary loss of one Dexterity point due to numbness. Fools who persist in handling a charged object lose all use of that limb after the fourth shock. The numbness lasts for one scene. Untapped charges fade at the end of the scene.

TWISTED WHISPERS

This trick creates the "whispers from beyond the grave" that are attributed to spirits. The ghost or walking dead is capable of direct telepathic communication with the living. Strangely, the angriest ghosts seem to use this trick most often, and they are known to drive the unstable to terrible deeds by simply repeating the same malevolent phrases over and over and over again.

System: Spend one Pathos and roll Charisma + Performance, with a difficulty equal to the target's Willpower. Successes indicate how many turns the being can communicate before another roll is required. Each success rolled in a single attempt imposes a -1 penalty to dice pools for all actions while the spirit communicates. Spending a Willpower point may allow a person to focus, ignoring dice-pool penalties for a turn. Hunters with active Conviction can hear the voices, but they suffer no penalties from them.

TWITCH

A possessing ghost doesn't need to take full control of a host to wreak havoc. Sometimes all it takes is a single twitch

or unconscious movement. A spirit can cause hands to fidget, cause unexpected engagement of the vocal chords (no more than one syllable's worth), or cause a sneeze, a jerk of an arm or a brief body spasm. This trick can be annoying, embarrassing or dangerous depending on what the victim does. A loud, unexpected moan in the middle of a church service might seem like the worst thing a ghost can do at the moment, but a sudden jerk on the steering wheel could have fatal results.

System: Spend one Pathos and roll Strength + Empathy (difficulty 6) and roll the victim's Willpower in a resisted effort (difficulty 6). If the ghost receives sufficient successes, as determined by you, its intended effect occurs. Hunters with active Conviction are not affected by Twitch.

UNHAPPY MEAL

Disturbance is the coin of the ghostly realm, and this trick is one of the more disturbing ones available to the restless dead. A ghost or zombie accesses the spectral realm and creates delicious-looking food, from a simple plate to a huge repast. If and when a mortal takes a bite of this ectoplasmic sustenance, not only does she find it utterly repugnant, but what she thought was noodles or rice is actually worms or maggots. Everything is putrid and covered with mold. Ghosts have driven victims to anorexia with this trick.

System: Spend one Pathos and roll Intelligence + Crafts (difficulty 7). Allocate successes between the parameters of Duration and Effect, as follows.

Successes	Duration	Effect
1	10 minutes	Nausea
2	20 minutes	Debilitating nausea (-1 Dexterity)
3	One hour	Vomiting (-1 Dexterity, -1 Stamina)
4	Six hours	Vomiting, chills and aches (-1 Strength, -1 Dexterity, -2 Stamina)
5	24 hours	Vomiting, chills, diarrhea, fever wracking pains (-2 Strength, -2 Dexterity, -2 Stamina)

So, with three successes, you could choose 20 minutes of Nausea or 10 minutes of Debilitating Nausea. A single success simply causes the victim to feel ill for a minute or two. Hunters with active second sight see the "meal" for what it is: repulsive ectoplasm.

WEIRDNESS

One of the basic tools in a ghost or zombie's repertoire, this trick causes sensations that people find... disturbing. Fleeting sensory hallucinations are inflicted upon the victim. His hackles rise, a room may suddenly feel cold, he may glimpse unsettling things out of the corner of his eye, or he may hear voices.

System: Spend one Pathos and roll Charisma + Performance (difficulty 6). The number of successes achieved determines the intensity and duration of the effect. One success might elicit a vague, brief hallucination, while five successes indicates that the victim experiences a very intense hallucination, more vivid than the real world, for a few minutes. Alternatively, the same number of successes might cause a less potent effect for a longer duration, like weird tricks of the light or unintelligible whispers that last a few hours.

If the hunter's player spends Conviction in a scene in which this trick is used, the character sees the images, but he knows exactly where they originate. Thus, he is not distracted by them for the duration of their effect. If the hunter does not have Conviction active when this power is triggered, he suffers the full effects. The only subsequent respite he receives comes during scenes where his Conviction is active. The hunter's perception is unhindered in those scenes. If the ghost's intent was to cause long-term annoyance, and the hunter did not have Conviction activated, the player may have to spend point after point of Conviction for the character to remain unaffected by Weirdness.

WHISPERS

Noncorporeal ghosts and completely decayed cadavers often want to communicate with relatives, loved ones, victims and even hunters. While communicating with the living is often difficult, especially for the newly dead, some ghosts are capable of it in whispers. While this trick typically terrifies most people (if they don't assume it's the neighbor's TV), it can be a legitimate form of contact with anyone disturbed enough to actually listen to "the little voices."

System: Spend one Pathos and roll Manipulation + Expression (difficulty 6). Each success allows the monster to communicate one whispered sentence. Any noise above quiet background sound can drown out the whisper. Hunters with active Conviction are not frightened by unearthly voices.

WRENCH IN THE WORKS

This trick allows a ghost or walking corpse to introduce chaos into a flowing system, backing it up or bringing it to a standstill. Any time something requires the smooth flow of part A through duct B, the creature can sabotage it with a clog, jam or some other impediment. Plumbing, elevators, fuel systems and guns are all fair game.

System: Spend two Pathos and roll Strength + Crafts (difficulty 8). One success causes pipes to drain slowly and make a lot of noise, while five cause the flow to reverse completely in a most spectacular fashion. This effect persists for one hour per success achieved, defying even attempts to repair it. A botch causes the system to function flawlessly, rendering the entire area immune to tampering for one full day.

UNCOMMON TRICKS

Less frequent and more disturbing than common tricks are some capabilities of older (or angrier?) ghosts and rots. These powers range from the dangerous to the harmful. A hunter facing an enemy with a few of these nasty capabilities had better be skilled and on good terms with her maker.

AFFLICT

Ghosts and the walking dead use this trick to make mortal victims do their will, although some creatures use it simply to torment the living for the sheer malice of it.

System: The attacking monster must "touch" its target (though, since a ghost is incorporeal, its hand may simply *appear* to make contact) to use this trick. Spend two Pathos and roll Strength + Intimidation at a difficulty equal to the victim's Stamina +3. Success means the victim's body turns against him: The victim bends joints the wrong way, bites his own tongue, scratches his own skin off in his sleep, or his muscles clench up so tightly that bones break. Behavior induced by this

trick lasts for one hour for each success scored. The victim may take no other action during this time. Every two full successes rolled inflict a level of bashing damage on the victim. Hunters with active Conviction are immune to such bodily control.

CLAIM

Some disembodied spirits aren't satisfied with just controlling machines. A particular item acquires fetish value for them, and they want to be the item and experience what it undergoes. A ghost can take over anything from a lamp to a power drill to an elevator to even a house. Cars are popular possession items. Object possession can be disturbing to a hunter perceiving the world through second sight; he sees the body and face of the ghost warped throughout and superimposed on the object in question.

System: Spend two Pathos and roll Stamina + Empathy or Crafts (difficulty 6). Each success allows the ghost to claim an object for one day. More successes allow for the possession of larger objects. A portable stereo can be taken over with one success, while an entire building (up to the size of a two-story house) requires five. A ghost can take over buildings larger than a house a few rooms at a time, until it potentially controls the equivalent of a skyscraper. Haunting on that scale requires vast amounts of Pathos, and only buildings containing extremely emotional people make such an undertaking possible. If a claimed object is destroyed, the ghost suffers one health level of damage, and it is rendered incorporeal for a number of turns equal to its Stamina.

DARK ETHER

Another classic haunting technique, this trick allows a spirit or zombie to manipulate light, temperature and other atmospheric conditions in a small area. The effects of this trick vary from creature to creature, as well as from setting to setting. A breeze can blow strong enough to extinguish candles, mist can rise from nowhere, shadows can stretch and deepen, or lights without apparent sources can dispel darkness.

System: Spend two Pathos and roll Intelligence + Occult (difficulty 6). One success covers a small area of a graveyard with mist or causes a slight chill in a room. Three successes generate a wind sufficient to extinguish even protected candles or fill a room with thick fog. Five can black out a room, drop the temperature by 80 degrees Fahrenheit or summon buffeting winds that inflict one level of bashing damage per turn. Altered atmospheric conditions persist for one turn per success achieved.

DEATH ON HOLIDAY

A ghost can take control of a corpse and become a zombie for a brief period.

System: Spend three Pathos and roll Stamina + Survival (difficulty 8). Each success allows the ghost one day as a walking cadaver, after which time the body falls apart completely. During this period, a ghost is subject to the limitations of physical form (which may mean no use of tricks, if you so choose), although the benefits of a body are gained as well. The ghost can abandon the body at any time, but a new roll must be made to re-enter it. A ghost can pass itself off as living if the body is recently dead. Treat the zombie as a shambler for health levels and other benefits.

DEFLECTION

It's too late for the ghost, but he can still protect the living, should the mood strike him. Deflection allows a

disembodied ghost to very briefly launch himself into the physical world with enough momentum to slow, deflect or stop fists, bullets, knives and other firearm, projectile, brawl or melee attacks aimed at a living subject.

System: Spend two Pathos and roll Stamina + Athletics. The difficulty depends on the ghost's intent. It's 5 to slow the attack, and most of the attack's energy dissipates within the ghost, inflicting three health levels of damage that cannot be soaked by the spirit. (The one health level normally lost when making contact with physical items — see page 13 — is ignored for purposes of this trick.) The attack's damage pool is halved, rounded down, before any soak roll is made for the living target. After contact with the attack, the spirit remains intangible, and it can pass through objects without harm for a number of turns equal to its Stamina.

The difficulty is 7 to deflect an attack, and the ghost suffers only one health level of damage, automatically. The attack simply seems to go wide, and the spirit remains intangible.

If a ghost really wants to make a statement, he can try to stop an attack altogether. The difficulty is 9 and the ghost loses one health level, automatically. In this case, the attack stops dead in the air; a bullet drops to the ground. There is no mistaking that something very odd has happened. The ghost becomes intangible in this case, as well.

FAINT

Through fine control of physiological responses, a possessing ghost can cause a mortal to faint. This trick can be merciful or lethal, depending on the circumstances.

System: Spend three Pathos and roll Manipulation + Medicine. The ghost's familiarity with her victim determines this trick's difficulty. If the ghost has occupied or possessed the host for some time, the difficulty is the host's Willpower. A more limited contact increases the difficulty by one. Causing a complete stranger to faint presents even more of a challenge. Hunters are immune to such influence if Conviction is active. A victim remains unconscious one turn for each success achieved on the roll.

FAST FORWARD

Hunters' second sight allows them to see ghosts quite clearly, taking away much of a spirit's advantage over living victims. Yet some noncorporeal spirits can slip out of a hunter's gaze so quickly that they appear to blink from one location to another. Traveling beyond even line of sight seems challenging for ghosts, but it's been known to happen.

System: Spend one Pathos and roll Dexterity + Athletics (difficulty 6). The number of successes achieved determines how far away the ghost reappears. It can "teleport" three feet per success. If the ghost wants to travel to a place out of its own line of sight (regardless of the distance), the difficulty increases by two. This trick has allowed many ghosts to evade hunters who were prepared to stage final strikes. A ghost subjected to the Burden edge cannot relocate with this power.

FIREBUG

A ghost or walking corpse can cause items to spontaneously combust. Any flammable item that is not damp will ignite if the ghost is angry (and skilled) enough.

System: Spend three Pathos and roll Stamina + Occult (difficulty 7). The number of successes achieved determines the size and heat of the fire. One success is enough to make

a paper towel smolder or to light a candle. Five successes ignite a whole car engine or a piece of furniture. Items that do not burn readily can still be affected by this trick. Glass and metal become very hot, plastic bubbles and warps, and water boils. See the rules concerning Fire in the *Hunter* rulebook (page 208) for damage inflicted on people in contact with burning items.

FULL POSSESSION

A ghost using this trick rides a living body, subtly sidesteps the victim's mind and takes full control of the form. The host doesn't realize he's not in control, and he tries to rationalize any unusual or uncharacteristic actions internally. A ghost has to have been in a particular body for a while before using this trick. The spirit must know the victim's identity and patterns well before taking over without notice.

System: Spend four Pathos and roll Manipulation + Empathy against a difficulty equal to the victim's Willpower. The number of successes rolled determines how many hours the ghost has control of the body. Hunters with active Conviction are immune to such control.

GREMLINIZE

A ghost using this trick takes complete control of a machine. Any manner of device can be possessed in this way — cars, merry-go-rounds, music boxes, stealth bombers....

System: Spend two Pathos and roll Manipulation + Science (difficulty 6). The ghost actually enters the machine. Each success grants complete control over the item for one turn. Possession may continue as long as the person controlling the ghost spends more Pathos and makes more

rolls. Ghosts in small items are obvious to hunters using second sight as their forms overlap the boundaries of the devices. Ghosts possessing large items (a car) appear diffused throughout the objects, but they are still apparent.

GROSS MANIPULATION

This trick grants a zombie or ghost the capacity to create and shape disgusting substances out of nothing. A poltergeist can make rotting meat fall from the ceiling, swarms of flies emerge from the mouth of a victim, gouts of blood drip down the walls, or statues exude slime. Some of these substances can be dangerous. Swarming hornets or gallons of stomach acid might be manifested. If the ghost wants to refine these special effects, he can sculpt the substances into moving forms. Whole bodies can be made out of flies. The zombie can cause a giant face molded from maggots to appear on a wall. These noxious creations have no fine motor control, but they have the Strength of the being that forms them.

System: Spend three Pathos and roll Intelligence + Performance, with a difficulty based on the intended effect. Bleeding walls might necessitate a 4, while swarms of insects might require an 8. The number of successes achieved determines the duration of the effect (one turn per success). Five or more successes allow a spirit to invest his creations with nasty surprises (like a giant hand made of poisonous spiders or a toilet spraying caustic foam). These substances are real, but most disappear entirely at the end of the trick's duration. A moving shape has the equivalent of three health levels, and it cannot soak. The creation is destroyed when its health levels are lost, despite the duration of the trick.



Mortals tend to be terrified by these manifestations, but a hunter with active Conviction knows one for what is, and (while probably scared) he is not overcome by fear.

HALF LIFE

"That pale guy over in the corner might not be a vampire like you thought..." This trick allows a ghost to take on a material form that is only a little more gaunt, pale and cold than the one the spirit had in life. A ghost in this condition can speak, move and perform in all ways like a real person, except that he appears a little distracted or taxed.

System: Spend two Pathos and roll Dexterity + Performance (difficulty 8). The ghost can maintain its material form for one hour for each success rolled. Assume the spirit-turned-corporeal to have the same health levels as it did as a ghost. It cannot soak lethal damage, but it still ignores wound penalties. While hunters using second sight know that there's something odd about the individual, Discern, Witness and Illuminate reveal that the individual is actually one of the walking dead. You decide if the spirit-in-the-flesh still has access to tricks, Pathos points and regeneration.

HASTENING THE INEVITABLE

A ghost or rot can use this trick to channel the forces of entropy and decay into the physical world. By touching a targeted item, the monster ages the object by decades or centuries, causing metal to rust, wood to decay and plastic to crumble.

System: Spend two Pathos and roll Stamina + Occult (difficulty 8). Successes determine the volume of material destroyed. One success causes a few cubic inches of material to collapse, while five ruin five cubic feet. Ghosts can choose to affect parts of items. A ghost wanting to destroy a computer could age just the CPU, while a zombie wanting to cause a car accident could age a spot on the car's steering column or the brake cables. Functioning objects subjected to this dark trick break down and become useless within moments of contact, while relatively immobile ones (a building's concrete supports) take slightly longer to demonstrate damage.

HEALING

Despite many hunters' opinions to the contrary, not all ghosts and zombies are inherently malevolent. This trick actually allows a ghost to restore a mortal's health levels lost to bashing or even lethal damage.

System: Spend three Pathos and roll Stamina + Medicine (difficulty 6). Each success removes one health level of damage from a subject and transfers it to the creature. Transferred damage cannot be soaked, and it remains the same variety — bashing or lethal — as that healed.

IMMOVABLE OBJECT

Ghosts and zombies use this trick to intensify gravity under an object such that it cannot be moved. Small items appear to be nailed or glued down, and larger ones simply appear too heavy to be moved. Performing this trick on a hunter's shoes immobilizes her until either the effect wears off, or she spends two turns removing them.

System: Spend two Pathos and roll Strength + Athletics (difficulty 7). Every success renders an object immobile for one turn.

IRRESISTIBLE FORCE

This slow but effective trick allows a ghost or corpse to push so steadily on a point that no force can resist it. Ghosts

use this trick to push cars sideways, demolish buildings and forcibly evict people from locales. While this trick does not inflict damage directly, it can certainly do so indirectly.

System: Spend three Pathos and roll Strength + Athletics (difficulty 8). One success can push an object or area the size of a hand. Three successes can push an object or area the size of a refrigerator. Five successes allow a ghost to push an object or area the size of a large truck. People pushed on directly, or those in objects that are pushed, may escape the momentum or object with a successful Dexterity + Athletics roll (difficulty 6). If the roll fails, a person is bowled along for the duration. A creature can keep pushing one turn for each success achieved in the Strength roll.

LIFE LEECH

Some spirits and zombies don't feed on emotions, but directly on the life force of the living. A few of these beings can take life energies from sleeping victims only, while others can pull what they want from even forewarned victims.

System: The ghost or zombie simply touches the living victim then rolls Manipulation + Awareness at a difficulty equal to the victim's Willpower. For each success achieved, the monster regains one health level, and the target suffers one health level of bashing damage, which can be soaked. No wounds appear on the victim, he just weakens and grows pale. The creature cannot gain more than its normal, full health level rating.

NIGHTMARE

A ghost or rot using this trick thins the barrier between the worlds of the living and dead near a sleeping victim. The cold taint of the other side washes over the target and seeps into his dreams, causing hideous and relentless nightmares. The ghost has no control over the content of the dreams.

System: Spend three Pathos to weaken the barrier between the worlds, and roll Dexterity + Empathy (difficulty 6). The victim's sleep is haunted one night for every successes achieved. Every night of lost sleep results in a cumulative -1 die penalty on all subsequent rolls. Victims incur a derangement of your choosing — based on their identities, the nature of the dreams and the intentions of the spirit — when die penalties equal Wits. Die penalties and the derangement persist for the duration of the trick.

Sleeping hunters cannot normally spend Conviction, and so they cannot defend themselves from this attack except by staying awake, which imposes its own cumulative -1 dice-pool penalty for every night of missed sleep. You might allow characters the opportunity to sense nocturnal danger and awake in time to activate Conviction (see Hunter's Reacting with Conviction, page 133).

OBLITERATE ANIMAL

After riding an animal's body for some time to become familiar with the creature, a possessing spirit can take control. The spirit dominates the animal's body for about two weeks, after which the creature dies. However, just because the animal gives up the ghost is no reason for the ghost to give up the animal. The spirit may continue to inhabit the body for up to two more weeks, although it becomes a stinking rotted mess that attracts flies and vermin. After that time, the corpse begins to liquefy and the ghost can no longer maintain control.



System: A ghost must have occupied an animal's body for several days before this trick can be used. Spend three Pathos and roll Strength + Animal Ken at a difficulty equal to the number of health levels the animal has. If the roll succeeds, the animal's spirit is destroyed, and the ghost has free rein until the animal's body rots away completely. Most ghosts abandon a body once it starts to decompose, in part because it attracts too much attention and because the sensation of maggots burrowing through one's skin (borrowed or not) is not pleasant. A spirit possessing an animal body has the creature's Physical traits and some capabilities, and it may still wield his own tricks and have access to Pathos, at your discretion. The body retains normal animal health levels throughout its remaining time, despite decay, unless it suffers damage. A ghost can regenerate any levels lost to harm, and it suffers no penalties as a result of wounds. Hunters with active second sight see a ghost crouching within the body of the animal, manipulating the form with awkward gestures.

OBSESSION

A ghost or zombie with this trick can impose a very specific desire on the mind of its victim. This want can be as casual as craving a Bavarian cream donut or as complex as wanting sex with a blond tattooed triathlete on a boat in the middle of San Francisco Bay. The victim's entire life wraps around the desire. All other wants and needs become secondary. Victims give up security, family, friends, lovers and health in pursuit of the ghost-inspired objective. This trick is in no way subtle, and anyone aware of such things may be inclined to look for supernatural meddling.

System: Spend three Pathos, roll Manipulation + Empathy and decide exactly what desire is imposed. The more complex or challenging it is, the higher the difficulty. A simple craving is 5, while the aforementioned triathlete fantasy is 10 (9 if the victim already lives on the West Coast). The number of successes scored indicates how firmly the desire roots itself. A single success affects the target for a day or two, three successes cause him to be obsessed for a week and six make him seek out that stimulus for a month or more. Hunters with active Conviction are immune to this trick. If a hunter is affected while he does not have Conviction "on," he is completely subject to Obsession except for scenes in which the player spends Conviction.

PAINSUCKLE

Most ghosts and walking dead are satisfied with feeding off emotions. This trick allows a creature to feed off the pain it inflicts on the living.

System: Roll Stamina + Empathy (difficulty 6) whenever the spirit inflicts a lethal wound. Each success recoups either a health level or Pathos point (your choice).

PHANTASMAGORIA

Ghosts and rots can baffle mortals with illusions that affect all five senses. The victim becomes a veritable actor in the ghost's production, if only briefly.

System: Roll Charisma + Crafts (difficulty 6). The number of successes achieved indicates the number of successes needed on a Perception + Alertness roll (difficulty 6) to pierce the illusion. The number of successes indicate the number of turns the illusion lasts. This trick costs two Pathos

to trigger, and one more for each turn that the ghost chooses to continue the effect after its normal duration. Hunters with second sight recognize the illusion for what it is automatically, and they aren't affected by it.

Ghosts and zombies can tap into the spectral realm to give substance to their illusions, enabling visions to cause damage. The creator decides how many further Pathos are invested. Each such point gives the illusion one health level (damage done to any part of the mirage damages it all). Roll Dexterity + Subterfuge (difficulty 7) to make a "tangible" illusion attack. The victim may dodge as normal. Damage from an illusion is determined by a Charisma + Subterfuge roll (difficulty 7), with each success inflicting a level of bashing damage. Physical illusions can damage people who make their Wits rolls, and they can harm hunters, regardless of whether the latter have active Conviction or not.

POLTERGEIST'S RAGE

The favored attack of many angry noncorporeal spirits is a solid smack of pure disembodied force. The rage can shatter items, crush them or send them flying, and it can inflict serious damage on individuals.

System: Spend two Pathos and roll Strength + Brawl at a difficulty equal to the target's Stamina +3. Each success inflicts one health level of bashing damage that can be soaked.

SLEEP SAND

Certain ghosts and staggering corpses can cause mortals to nod off and begin dreaming. Those restless dead that can shape dreams use this trick to suck mortals Freddy-Kreuger-like into their domain, where their skills have a much greater impact. Ghosts who feed on fear can feast on the emotions they generate in dreams.

System: The victim of Sleep Sand has to be in a circumstance wherein sleep might come naturally — in a dull class, reading a poorly written book, on a plane flight. She does not fall asleep in the middle of a brisk walk or under any other circumstances where sleep is unlikely (although she may fall asleep behind the wheel if she's been driving for several hours). Spend two Pathos and roll Charisma + Empathy at a difficulty equal to the target's Willpower. If the victim struggles to remain awake, the player makes a resisted Intelligence + Subterfuge roll (difficulty 6). Each final successes on the creature's side equates to one hour of sleep, unless surrounding events wake the victim prematurely. Hunters with active Conviction are immune to the effects of Sleep Sand.

SPEAKER FOR THE DEAD

There are times when the only way for a ghost to make its point is to speak through a human interlocutor. The subject gets a strange far-away look and begins speaking in a voice not quite his own.

System: Spend one Pathos and roll Intelligence + Performance at a difficulty equal to the victim's Willpower. Each success allows the ghost one breath's worth of communication. Ghosts who have a lot to say often take huge breaths and speak very fast, trying to get everything out. This spectacle can be somewhat disturbing in its own right. Hunters who have active Conviction are immune to this trick; they cannot be used as mediums.

STIGMATA

Ghosts or rots using this trick can create extremely realistic-looking wounds on a victim, right down to the taste or smell

of blood. The wounds aren't real, although some victims have believed the illusions so completely that they've suffered psychosomatic trauma. Spirits have three preferred ways of using this trick. The first involves manipulation of religious iconography and recreating the wounds of various martyrs and saints; bleeding from the palms or eyes has a profound resonance that some ghosts appreciate. Other try to get inside the heads of their victims to create the appearance of wounds a subject fears most — a slashed throat and castration are popular. Still others find out what traumas a victim has suffered in the past and create the appearance of his old wounds.

System: Make a Manipulation + Subterfuge roll with a difficulty equal to the target's Willpower. Each success creates the appearance of one bleeding wound. Each success also makes the illusion last for a turn. This trick costs one Pathos per wound manifested. Three or more successes also afflict the victim with a derangement of your choice, related to the stigmata. This ailment persists for a day for every success scored in the Manipulation roll. Hunters with active Conviction can see that wounds are illusory and suffer no ill effects from them.

STILL LIFE WITH GHOST

Disembodied spirits using this trick appear for a short time as solid, unmoving figures. Ghosts use this tactic to escape hunters in a cemetery, art gallery or museum, or while waiting to ambush prey. The ghost assumes a hefty disadvantage by using this trick, namely in that it can be hit, stabbed or shot just like any other physical object.

System: Spend two Pathos and roll Stamina + Performance (difficulty 8). Each success equals an hour that the ghost can maintain its statue form. If the statue is touched, the number of successes indicates how many times it can be contacted before returning to its regular state. Second sight does not reveal the object to be a ghost at all, though Discern, Witness and Illuminate do. The ghost can resume its wraithly form at will.

STRETCH REALITY

Ghosts and some walking dead use this trick to disorient and terrify their victims. Its effects are similar to dream sequences or LSD trips. Distance warps, stretches and contorts as if viewed through a moving lens. Short hallways stretch out hundreds of yards, a set of stairs appears interminable, and a distant stranger suddenly seems within reach. A street can be made to seem like a narrow trench or an enormous canyon. The victim is likely to become nauseated if the effect lasts more than a few turns.

System: Spend three Pathos and roll Manipulation + Subterfuge (difficulty 6). Images persist for one turn for each success rolled.

At one success, small proximal items aren't where they seemed to be moments ago. The gun that was resting on the bed now seems yards away. The effect warps one dimension and only by a few feet. The difficulty for vision-based rolls increases by one.

With two successes, two dimensions can be stretched or compressed. The floor seems to slope up into the ceiling or appears to warp and breathe. Vertigo affects the target at this point, increasing the difficulty of any roll requiring clear perception by two.

Three successes cause all three dimensions to be warped; increasing the difficulty of all vision-based rolls by three.

With four successes, the ghost is actually able to warp the fourth dimension, time, but only slightly. Time seems to go into slow motion, imprisoning the victim in a shifting Dali landscape. The difficulty of vision-based rolls increases by four.

Five successes cause the victim's surroundings to melt and undulate. The victim feels his own body stretch and twist. The difficulty of all sight-dependent rolls increases by four. The difficulty of Dexterity-based rolls increases by two. Even walking is a challenge.

While this trick is very potent and disorienting, it affects only one victim at a time.

While a hunter with active second sight can see the effect a ghost intends to impose, the power of her Conviction lets her overcome the illusion's debilitating effects.

TALKING HEAD

The incorporeal ghost using this trick projects her image onto a television screen. Despite the trick's title, the ghost can portray as much or as little of herself as she chooses. She is also able to talk to viewers through speakers. While changing the channel doesn't get rid of the ghost, turning the television off does.

System: Spend one Pathos and roll Wits + Technology (difficulty 7). The ghost can remain on the television for two minutes per success. The number of successes also determines the clarity of the image. The ghost's image remains fuzzy, and her voice crackles with static on one success. Five or more successes depict the ghost in higher resolution than the television is normally able to produce.

TRASH PUPPET

Disembodied spirits that want to manifest in the physical world sometimes have to make do with what they can scrounge together. This trick lets a ghost assemble a body from whatever happens to be lying around. A ghost in a doctor's office would be made of gauze, tongue depressors, scissors and stethoscopes. It would be made from hub caps, loose engine parts and sheets of broken safety glass in a junkyard. It might be composed of wet boxes, wine bottles and moldy mattress stuffing in an alley. The ghost is at the mercy of its locale when using this trick. Some manipulation of materials takes place to make them conform to a vaguely human shape, but no intricate sculpting of parts is possible.

This makeshift body has the ghost's Physical Attributes, but it is still bound by the components of its parts. A body formed of mattress stuffing doesn't do any damage with a punch, while a body made of cardboard boxes is highly susceptible to fire. The walking nightmare is capable of sight, speech and anything a physical body is.

Another manifestation of this trick is the creation of a whirlwind of man-made objects capable of inflicting damage. A whirlwind is wholly under the ghost's control. If it loses parts in its mad spiral, it simply gathers more.

System: Spend three Pathos and roll Stamina + Athletics (difficulty 8). While only one success is needed, each additional success increases the puppet's Physical Attributes and attack-related Abilities (such as Brawl) by one beyond the ghost's own. These bonuses apply wherever the composition of the puppet justifies them. A creature made of ball bearings and bolts has a very high Stamina, while an automaton made of barbed wire and fence posts might be both strong *and* dexterous. Each success also grants the

creation one health level. A body suffers no wound penalties, and it can regenerate, just as a normal ghost can. The damage inflicted by a puppet or whirlwind depends on the stuff it's made of: rocks and wood blocks cause bashing damage. Glass shards and sharp objects inflict lethal damage. A trash puppet lasts for one scene, until the creator dispenses with its toy or until it's destroyed.

UNSEEN PRESENCE

When a disembodied ghost develops precise control over the physical world, it is able to manipulate items with more delicacy than simply throwing and breaking them. With this trick, a ghost can do anything that a body would allow it to — writing with a pencil, sewing, typing and firing guns are all within the spirit's capabilities.

System: Spend three Pathos and roll Dexterity + Athletics (difficulty 6). Each success allows the ghost to manipulate items for one minute. Very fine motor control, like that required to thread a needle, write legibly with a pencil or throw a basketball through a hoop requires three or more successes to accomplish.

WAIL

This trick is one of the more fearsome ones known to ghosts and zombies. By unleashing a horrible, inhuman wail, the creature can actually harm (and theoretically kill) a person in the physical world. The exact logistics of this damage are up for debate. While some say it's caused by simple acoustics. Others claim the mournful keening causes harm by draining the very life essence from the listener. Appearances support the latter, as those killed appear gaunt and tormented, even for corpses.

System: Spend three Pathos and roll Stamina + Performance at a difficulty equal to the victim's Stamina +4 (or the highest score of a group). Each success inflicts a level of lethal damage to each listener.

WIPEOUT

Some ghosts and walking dead can create very powerful localized magnetic fields capable of completely erasing computer discs or other magnetic-storage media. Cassettes, videotapes, floppy discs, hard discs and credit-card stripes can all be erased as if they'd never been formatted at all. Television screens and computer monitors can also be infected with random blotches of color. More insidiously, ghosts can interfere with navigation equipment, sending a plane or boat completely off course.

System: Spend two Pathos and roll Strength + Science (difficulty 7). One success is enough to degauss a credit-card stripe, while a computer's hard disc requires three.

RARE AND DEADLY TRICKS

A hunter facing an angry old ghost or rot that possesses even one of these dangerous tricks needs to be clever, fast and on good terms with fellow hunters. Creatures with this level of capability are exceedingly dangerous.

BLACK MASQUE

While the majority of tricks known to disembodied ghosts are simply disturbing or troublesome, this one is quite lethal. By solidifying a portion of its ectoplasm over the face of its target, a ghost can smother a living victim to death. The plasm resembles a disturbing black leather mask that covers

the entire face (including the eyes). The mask seeps down the victim's throat and up the nasal passage, and it is very difficult to remove. Victims have torn apart their own faces in a mad attempt to survive.

System: Spend three Pathos and roll Strength + Stealth (difficulty 7). The number of successes achieved determines how many levels of bashing damage must be done to the mask in an attempt to rip it away. Damage done beyond that required is applied to the victim. See **Hunter's** rules on drowning (page 207) to determine how long a victim can survive.

CENTER OF GRAVITY

A powerful old ghost or zombie with this trick can focus gravity in a select space on whatever point she chooses — the ceiling, herself, an enemy, a window, or any other spot she chooses. The result may be scenes reminiscent of cartoons, wherein a hunter walks into a room and finds the entire contents arranged on the ceiling. The effect, however, is not humorous. If the ghost makes a window the center of gravity, occupants of the room “fall” through it, after which they may be at the mercy of regular gravity outside. Alternatively, if a living being is made the center of gravity in a room full of heavy objects, he may be pummeled to death as objects land on him.

System: Spend three Pathos and roll Strength +3 (difficulty 8). Each success allows a creature to determine a source of gravity for 10 cubic feet. A successful Dexterity + Athletics roll (difficulty 8) may allow a victim to grab an object to avoid “falling.” The new gravity source persists for one turn for each success rolled.

CREEPING ROT

Creeping Rot causes an item and everything it contacts to decay. The subject crumbles into rust or sawdust almost instantly, after which point, corrosion seeps from that epicenter to cause the slow, relentless collapse of everything in the area. Whole rooms, buildings or other large structures can be destroyed this way

System: Spend two Pathos and roll Stamina + Occult (difficulty 6). The creature must touch the inanimate object that is the source of the destruction. If the roll garners only one success, the initial object decays, but the rot does not spread. If two or more successes come up, the item corrodes away in the space of minutes and everything touching it begins to collapse in an ever-increasing radius, at the rate of two feet a day. Two successes cause the rot to extend a maximum of six feet. Every success thereafter adds another two feet. (The subject must be inanimate.)

Animate, mobile, living things that can escape are not affected by the spreading rot unless trapped or tied down in the area of affect. Such victims suffer two lethal health levels per day, until the full radius of the trick is achieved, at which point the effect dissipates to leave its destruction behind. You may decide the residual effects of this power; a building could collapse if its main supports are ruined.

DTV

Short for Death Television, this trick allows an incorporeal ghost to completely take control of events on a television screen or computer monitor. If the screen is hooked into a sound system of some sort, the ghost controls the audio as well. Any image or sound the ghost chooses can be displayed on the television. No attempt to change channels, turn down

the volume or turn off the television works. Only unplugging stops the spectral broadcast.

System: Spend two Pathos and roll Wits + Expression (difficulty 7). Each success gives the ghost total control over a television or computer monitor for five minutes. A botch causes the unit to explode, inflicting one level of bashing damage to all nearby viewers. A spirit can take control of an entire bank of televisions with the expenditure of an additional Pathos. A simpler version of this trick (difficulty 5) allows a ghost to talk over any type of speaker, but it doesn't offer any video capability.

FROSTBITE/HELLFIRE

A ghost or zombie can raise or lower the temperature of an object drastically. This trick allows the creature to freeze or heat items or individuals.

System: Spend three Pathos and roll Dexterity + Occult (difficulty 7). Each success raises or lowers the temperature of one cubic foot of material by 100 degrees Fahrenheit. Igniting wood or paper requires three successes, while freezing water requires only one.

When applied to a living target, either application inflicts one health level of lethal damage per success.

LIQUEFY

This trick functions like Stretch Reality, only instead of manipulating a victim's perceptions, it truly does warp the environment. Powerful old ghosts can warp time and space in exceedingly disturbing ways. This trick allows them to expedite or impede the passage of time and stretch or contract space.

System: Spend four Pathos and roll Intelligence + Occult (difficulty 8). The number of successes achieved determines the degree of change permitted in the immediate area. The trick distorts space by a factor of 10 for each success (with one success, a 10-foot hallway either stretches to 100 feet or shrinks to one foot), while it alters time by one turn for each success (four successes allow a ghost to stretch an opponent's one-turn action into four turns, or to grant himself four actions in one turn). The ghost can increase actions per turn for himself only. Each extra action in the same “turn” can be dedicated to only one feat. Even hunters with active Conviction are completely subject to the distortion of their environment.

MATERIALIZE

This trick essentially allows a disembodied ghost to return to life. The ghost appears to breathe, bleed, sweat and have a heartbeat. It generally looks exactly as it remembers itself when alive, although this image can be somewhat distorted, either idealized or somewhat twisted, depending on how the ghost perceives itself.

System: Spend four Pathos and roll Manipulation +3 (difficulty 8). Each success allows a ghost to retain mortal form for the time it takes to draw one breath. If the ghost manifests before people who knew it in life or with whom it has spent a great deal of time, the ghost can maintain its living form for one hour per success. Hunters' second sight reveals that the individual is somehow “wrong.” Discern, Illuminate or Witness are required to recognize that the individual is a *physical* ghost.

OBLIVIAE

Obliviate is the art of sheer destruction. The ghost or corpse touches a subject and unleashes the raw force of

entropy on the target, living or dead. Items crumble and disappear, while living creatures simply seem to wither and die in moments.

System: Spend three Pathos and roll Strength +3 at a difficulty equal to the target's Stamina +3 (or a standard 6 for objects). Each success inflicts one level of lethal damage.

OVERWHELM

At this level of mastery, a possessing ghost is able to devour the soul of a host, leaving the spirit in control of the body. The original soul is lost forever.

System: The ghost has to know its victim very well, and it has to have ridden him several times — for weeks — before this trick will work. Spend five Pathos and roll Strength +3 at a difficulty of 8 (or the victim's Willpower, if it's higher). The ghost needs to accumulate successes equal to the host's Willpower to take complete control. If it doesn't achieve enough successes on the first roll, it may spend two more Pathos to try again on each subsequent day, in an extended roll. If and when the ghost gets enough successes, it destroys the host's soul and inhabits the body (which begins to decay slowly thereafter). While this collapse takes weeks to impede the ghost physically, others notice the smell and other signs of rot after the first week (all Social rolls suffer a cumulative +1 difficulty for each week after the first). After five weeks, the host is putrescent enough that it can't be taken near the living without driving them off. A spirit within a host has the physical Traits of the body, and it may or may not have access to tricks, Pathos and regeneration, as you decide. The body has 10 health levels, and it suffers no effects from wounds. In general, treat it as a shambler.

Hunters with active Conviction are immune to Overwhelm for a scene.

SHARE THE HORROR

Some ghosts and zombies, particularly those that died violently, become corrupt and foul after death. Their cankers, boils, wens and debiscent wounds are so numerous that hunters describe them as walking tumors. When a monster uses this repulsive trick and touches a target, it frees itself of a measure of its festering burden, transferring it to the living victim. The effects are both hideous and deadly.

System: Spend four Pathos and roll Charisma +3 (difficulty 8). Each success inflicts one level of lethal damage on a human target, covering her with cancerous growths, hideous lesions and running sores that cannot be healed by normal means. Only hunter edges or other supernatural means can heal the damage caused by this trick.

TEMPORARY GHOST

This dark art allows a ghost or walking dead to yank a sleeping victim's soul directly (and traumatically) from its body, making the victim a ghost as well, albeit temporarily.

System: Spend four Pathos and roll Strength +3 at a difficulty equal to the victim's Willpower. Each success allows the creature to keep the victim's soul out of its body for one hour. A sleeper may resist the ghost's power with a Wits + Subterfuge roll, with a difficulty equal to the ghost's Strength +3. At Storyteller discretion, a hunter might be awakened by a sense of otherness in time for a point of Conviction to be spent, rendering him immune. Then again, there may be no warning.





CHAPTER 2: VAMPIRES

*I broke the fangs of the unrighteous,
and made him drop his prey from his teeth.*
— Job 29:17

Ghosts may be the most numerous of the lingering dead, but they're not the only kind. Vampires stalk the night, too. The bloodsuckers' poisonous influence extends almost everywhere. Because they often appear exceedingly charming, and because they can enslave humans with a glance or a taste of undead blood, vampires accumulate vast temporal power. This influence alone makes vampires very dangerous enemies. While ghosts might screw with a hunter's computer or push her down a flight of stairs, vampires can talk to powerful friends and have a hunter kicked out of her home, investigated by the police, plagued by ghosts, have her accounts frozen, and then have her brought in as a snack and make her like it. It's all in a night's work for one of these disgusting monsters.

A vampire's charm or intimidation — and concomitant allies — should never be underestimated. The old and powerful among these creatures do not make themselves obvious targets. Even if they do blink on a hunter's radar, they've had decades, sometimes centuries, to learn evasion and distraction techniques. One thing vampires are adept at is getting others to do their dirty work. That influence, rather than their supernatural capabilities, is the true secret of their immortality.

THE BLOOD IS LIFE

While vampires vary drastically in age, power and appearance, they all share the need to drink the blood of the living. Whether they drink from a victim's neck, the femoral artery, a blood bag or a jeweled chalice, the thirst is the

defining element of their unnatural existence. Blood gives them a semblance of life, as well as unholy power. Some vampiric capabilities require blood to function.

Vampire powers are fueled with "blood points," not Willpower as detailed in **Hunter's Enemy** chapter. Vampires still possess Willpower, though, and they may use it in the ways detailed elsewhere in the **Hunter** rules. Vampires have Willpower ratings anywhere from 4 to 10, depending on their drive or obsession.

The older a vampire gets, the more blood it is able to consume and the more potent it is. A young vampire can consume 10 points of blood. (An adult human contains only 10 points of blood, so a very hungry young vampire could suck a human dry and not waste a drop.) An extremely old and powerful vampire can consume 15 points of blood. Very few old vampires are foolish enough to meet hunters on any but their own terms, so it's rare for the imbued to ever encounter these creatures. A vampire usually consumes blood at a rate of one point per turn, if he is careful not to waste any.

While it is sensible that humans struggle like hell to avoid the bite of a fanged attacker, it's all over once a vampire's teeth break the skin. A sense of euphoria rushes through a victim, overcoming any resistance that he might offer. Some very strong-willed humans can actually get a Willpower roll to continue to resist, but only if they have a 9 Willpower or higher. Hunters, on the other hand, have been touched by the hand of the Messengers. They have a mission to confront the

undead, and they find strength in that calling. Hunters always get a Willpower roll (difficulty 6) to fend off the mind-numbing ecstasy of the vampiric embrace.

One blood point must be expended each evening for a vampire to animate its pallid form. Blood also fuels vampires' supernatural powers. If they use their blood too quickly or go too long without feeding, there are consequences. When a vampire has only one blood point left in his body, his hunger is overwhelming, and he becomes a mindless killer, slaughtering whomever comes within reach. If a vampire spends its last blood point, it drops into a deathlike coma that lasts until the vampire is fed blood by someone else. Hunters have exploited this weakness in exceedingly dangerous gambits, forcing bloodsuckers to spend their reserves. When the gamble pays off, the vampire is paralyzed and the hunter can destroy the beast easily. When the gambit fails, hunters die.

Shortage of blood is only one catalyst for a vampire's frenzy. There are plenty of others that hunters haven't identified yet. Vampires are power-mad monsters that can barely remember or understand what it means to be human. Their sudden irrational rages effectively reduce even the most cultured among them to beasts. Such frenzy can be induced by insult, provocation or exposure to weapons that can destroy even the undead (i.e., fire and sunlight).

If vampires weren't so resistant to damage, their outbursts would have been their downfall long ago. Vampires in a frenzy don't feel pain, and they ignore dice-pool penalties from injuries for the duration of a frenzy. The rage persists one turn for each blood point that a vampire is missing from its maximum possible total. Thus, a vampire that could possess 10 blood points, but that currently has only three, frenzies for seven turns. When the frenzy is over, awareness of pain resumes and wound penalties are imposed again. While in a frenzy, vampires are also hard to affect with certain mental edges. The difficulties of affecting a vampire with edges such as Burden, Confront, Insinuate or Bluster increase by two.

Some vampires are able to stem off frenzy through sheer self-control. Spending a Willpower point allows a vampire to resist attacking whatever's nearby if the source of the outrage ceases. If it persists, Willpower staves off frenzy for one turn only. Other bloodsuckers are less discriminating, and they allow themselves to lash out.

VAMPIRE PAWNS

The blood of vampires is so mystically potent that it can turn humans into addicts. Once a mortal has fed three times from a vampire, he becomes a ghoul, and his loyalty to that vampire is unquestionable. If a mortal feeds from vampires on a regular basis (any who have partaken of vampiric blood want more), he develops powers that resemble those of the undead, such as some measure of unnatural power, speed and endurance (see the sidebar of the same name). Ghouls have anywhere from one to five points to spend among these three enhancements. Vampires use ghouls as their emissaries among the living. While vampires must avoid the sun, their blood-addicted lackeys do not, and any hunter who underestimates these pathetic humans might find vampires to be the least of her problems.

Hunters, luckily, are not affected by the blood of vampires in any way. They cannot be made into human ghouls.

Their imbuing simply makes them invulnerable to the power of the blood. Likewise, ghouls cannot become hunters.

Mortals who have come under the control of vampires by drinking their blood seem tainted to hunters' second sight. Edges such as Discern, Illuminate and Witness must be used to see that the taint courses through the humans' very veins.

Mind control is only one of the dangerous effects of vampiric blood. When fed to an individual approaching death (from blood loss, most likely) the blood turns the victim into one of the undead. Stories claiming that a person needs to be bitten (once or three times) to become a vampire are wrong. The only way to become a vampire is to drink the blood of the undead at the point of (or right after) death. That's the rule; hunters are the exception. Draining a hunter of blood and then forcing her to drink of the vampire does not create another vampire. She simply dies. Hunters believe the Heralds have something to do with this immunity, but they cannot say for certain.

ATTACKS AND DAMAGE

Vampires' great resilience is thought to stem from their undead state. Once one is dead, some harm is just... unimpressive. The undead can soak both bashing damage (trauma from blunt objects) and lethal damage (injury from weapons that cut into the body). They use their full Stamina ratings (and any other supernatural resilience) to soak. Any health levels lost to bashing or lethal damage are marked on a vampire's Health chart with a "/." Young vampires have as many health levels as a human. Older undead can have more. (Vampires are, however, subject to wound penalties.)

Even if vampires lose health levels to bashing or lethal damage, they can spend blood to heal those injuries. Vampires can recover one health level per blood point spent. It takes them one full action to do so, and they can recover no more than one level per action. Rumor holds that really old vampires can spend up to three points of blood to heal as many levels in a single action, but vampires that powerful are the stuff of legend and nightmare.

A vampire reduced to Incapacitated through bashing and lethal damage falls into a coma like that it enters when it is out of blood. It may remain that way for hours, days or even months until it awakens, if it isn't destroyed by hunters in the meantime.

There are other ways of hurting a bloodsucker that cannot be shrugged off so easily. Fire and sunlight are a hunter's best weapons. Damage from fire is detailed in the **Hunter** rules, on page 208. Exposure to sunlight inflicts one to three health levels of damage per turn of exposure, depending on the intensity of the light and the degree of exposure. Both fire and sunlight are considered "aggravated" damage. Vampires cannot use Stamina to soak aggravated damage, but they can use supernatural endurance (see the sidebar) to do so at a difficulty of 8. Mark any aggravated health levels on the Health chart with an "X," and apply them as lethal is applied to hunters. A Health chart full of aggravated damage indicates a destroyed vampire. Undead destroyed by these means are not simply put into a comatose state, they actually "die," quickly, painfully and finally. (Very few vampires have to worry about the sun, though; they tend to fall into a deep sleep during the day, whether they want to or not.)



Health levels lost to aggravated damage are much harder for a vampire to recover than are those from bashing or lethal damage. Those aggravated wounds require five blood points for every health level healed. Grievously injured vampires become extremely hungry very quickly.

VULNERABILITIES

A lot of the folklore on vampires gets the story wrong. While there may be a few bloodsuckers who have issues with garlic, running water or the thorns of the hawthorn tree, they're in a serious minority. Hunters who rely on those old tales don't last long.

There is some validity to the theory that crosses scare vampires away, but results have been mixed enough that most hunters are cautioned against relying on it. Many of the hunters who claim to have used crosses successfully actually possess the Defender edge Ward, and they trigger it through a religious symbol. The power works on all kinds of supernaturals, not just vampires.

Contrary to popular belief, slamming a wooden stake through a vampire's heart does not kill it. Movies and popular portrayals of the undead suggest this, as do reports from rookie hunters, but these accounts are false. A wooden stake through the heart does not kill a vampire, it paralyzes it. The monster cannot move, enabling a hunter to burn the creature or leave it out for the sun.

Staking a vampire requires a player to announce her intentions before the attack roll. The difficulty is 9, and the attacker must inflict at least three health levels of damage, after soaking. After doing so, the vampire is paralyzed com-

pletely. However, the monster is conscious, and it may use certain mental powers, though it may not move or perform any action that requires the expenditure of blood.

VAMPIRE POWERS

A vampire's powers come with age. A "young" blood-sucker, less than 25 years dead, may have three or four common powers. An old vampire that's been around for up to 100 years has four or five common abilities and one or two uncommon ones. Vampires in excess of a century are exceedingly dangerous. They're likely to have several common powers, four or five uncommon ones, and one or two rare ones. Those rare and ancient bloodsuckers over 200 years old are some of the cruelest and most dangerous foes a hunter can face. Not only do they wield a vast array of supernatural capabilities (several common powers, several uncommon, four or five rare and possibly even one or two undocumented ones), but they possess vast wealth, numerous servants and centuries of accumulated knowledge. No hunter is even known to have survived a confrontation with one of these beings.

The following are just some of the powers that vampires in your game could demonstrate, arranged according to the frequency with which hunters are likely to encounter them. Played to their fullest, the following capabilities should mystify, threaten and challenge your hunters for a very long time. Yet vampires are extremely old and resourceful predators, and they have more secrets up their sleeves than even these. If the following don't suffice, more can be found in **Vampire: The Masquerade**.

POWER, SPEED & ENDURANCE

The most common vampiric capabilities are the ones which augment them physically. Most vampires have at least one or two points of an enhanced physical capability, and some may have many more. While zombies have a certain degree of this enhancement, bloodsuckers can be far stronger, faster and more resilient. Even a young vampire can have as many as five points in heightened physical capabilities, while a very old one could potentially have 10, making her exceedingly deadly and nigh indestructible.

POWER

Some vampires have such remarkable strength that they can perform feats that would make mortals tremble. Vampires can leap vast distances to pounce on a victim, or punch through concrete walls to get at prey. A blow from a powerful vampire can cripple or kill a hunter.

System: When the vampire performs a feat of Strength, roll whatever dice pool is appropriate and add dots of supernatural power as automatic successes. In melee or brawling, these automatic successes are applied to the damage roll. This power does not require the expenditure of blood; it is inherent to the vampire's nature.

SPEED

Vampires are predators and speed is one of their most effective weapons. A fleet vampire can cover unbelievable ground or perform multiple feats almost simultaneously. A young vampire could overwhelm a single hunter, while an old one could take on a group of antagonists.

System: For each point of supernatural speed a vampire possesses, it can perform an additional action in a turn. Each extra action must be dedicated to one feat only, to attack or run, for example. Multiple feats — activating a power *and* firing a gun — cannot be performed with each action. A vampire using this capability is a blur to hunter eyes.

One blood point must be spent for each turn in which extra actions are gained. While some hunters facing terrifyingly swift vampires have endured long enough to see their enemy weaken from lack of blood, most hunters who gamble on this strategy never see another sunrise.

ENDURANCE

It's bad enough that all vampires are able to laugh off damage that would cripple humans, and that they're able to use the blood of their victims to heal wounds before a hunter's eyes. It's even worse that certain bloodsuckers are virtually invulnerable, some of whom can withstand even fire and sunlight.

System: Mortals and most vampires are able to soak damage with their Stamina only. For each point of supernatural endurance a vampire possesses, it gains an additional die with which to soak bashing and lethal damage. Vampires with such mettle can also soak aggravated damage (from fire and sunlight) with a dice pool equivalent to their dots in supernatural endurance. Thus, a vampire with a 4 Stamina and three points of supernatural resilience has seven dice with which to soak bashing and lethal damage, and three dice with which to soak damage from fire and exposure to sunlight. This benefit does not require the expenditure of blood.



COMMON POWERS

Legend attributes remarkable abilities to vampires: the power to command humans and animals, the ability to terrify, charm and change shape. As hunters have learned, bloodsuckers are capable of all these things and more. The most frequently encountered vampiric powers are so common that even schoolchildren are likely to know of them through stories. Older or more exotic vampires have access to bizarre and terrifying capabilities that not even accomplished hunters can anticipate.

BEAST SPEECH

Most animals abhor monsters, and they rightly flee their presence. While less satisfying to vampires than humans, animals can be prey. Certain vampires have a rapport with lower creatures that allows them to communicate with animals and affords some control. Such bloodsuckers need only make eye contact with an animal to attempt communication.

System: Once a vampire makes direct eye contact with a beast and communicates her will wordlessly, spend one blood point and roll Manipulation + Animal Ken (difficulty 6). Animals reputed to have a connection to vampires — ravens, rats, wolves, bats and snakes — as well as predatory mammals and birds of prey are relatively easy to command. Other animals, depending on the strength of their predatory urge, can be commanded at slightly higher difficulties. Raccoons, large lizards and small dogs can be commanded at 7, while harmless animals (pigeons, deer) require a difficulty of 8. Increasing successes indicate greater understanding and longer retention by the animal. One success suffices for conveying a very simple task of short duration. (“Sound an alarm if anyone walks by this tree before sunrise.”) Five successes allow the vampire to give relatively intricate instructions to be carried out over a long period of time. (“If you should find me unmoving with a piece of wood stuck in my chest, grasp the piece of wood firmly in your claws and fly up into a tree with it.”)

CHARM

The vampire is so adept at channeling her animal magnetism that she can awe, impress and captivate mortals, such that they agree with her every word, even if her statements are ludicrous. Those near the vampire like and respect her. They want to be her close friends, confidants and lovers. Those under the spell cannot get enough of her. Only imminent danger or leaving the vampire’s vicinity restores the victim’s senses.

System: Spend one blood point and roll Charisma + Performance (difficulty 7). One success captivates one person, while three impress six people, and five successes allow the vampire to ensnare everyone in line of sight (concert stadium, press conference, lynch mob).

Those who resist the vampire’s intense magnetism must spend a Willpower point every turn. When Willpower spent equals the number of successes the vampire achieved, the spell over that individual is broken for the rest of the scene. Hunters with active Conviction are immune to this power.

CLAWS

The jury is still out on the relationship between vampires and werewolves, but some vampires are capable of

changing their nails into what appear to be the claws of some enormous animal. The appearance of these claws varies from vampire to vampire, but they are sharp enough to disembowel a person with one swipe. Vampires have been known to use these claws to rip their way through wood and stone to get at victims if they’re sufficiently hungry or enraged.

System: Spend one blood point to transform the nails of a vampire’s hands (and sometimes feet) into bestial claws. The vampire attacks as usual, but claws do Strength + 1 lethal damage. Other vampires cannot soak this aggravated damage without points in enhanced endurance (see page 32).

COMMAND

As creatures of unshakable will, vampires are capable of imposing their desires on others with but a look and a word. The vampire has to make eye contact and give a simple command of one word, and the cowed victim acquiesces. While hunters are largely immune to this effect, vampires can make others (such as the defenseless) act against their enemies.

System: Spend one blood point and roll Manipulation + Intimidation at a difficulty equal to the target’s Willpower rating. Increasing successes indicate greater “enthusiasm” or degree of obedience in the victim’s response, such as firing, reloading and shooting again after a command to shoot, or taking a particularly lengthy nap after a command to sleep. Hunters with active Conviction are immune to this power.

HAUNT THE MIND

Vampires using this power distort one of their victims’ senses and cause minor but persistent and disturbing hallucinations. A victim may taste blood in everything he eats, see a figure out of the corner of his eye, or hear his name called in a familiar voice. This power is insidious in that it turns the victim’s mind against itself, drawing on memories, insecurities, traumas, guilt, worries, fears or anything that might cause torment. This effect is relatively quiescent during the day and in the presence of others, but it torments the victim so much at night that he questions his own sanity (especially if he is alone).

System: Spend one blood point and make a Manipulation + Subterfuge roll with a difficulty equal to the victim’s Willpower. One success allows the effect to last for a night, two for two nights, three for one week, four for a month and five for three months. Dice pools suffer a -1 penalty during severe bouts with this power. Hunters with active Conviction are immune. Hunters without Conviction active when this power is used are subject to it for the duration, except in subsequent scenes in which the players spend Conviction. Upon activating Conviction, the victim regains complete control thereafter, or the hunter gains control for that scene only. Decide based on the dramatic needs of your story.

HEADGAMES

Certain vampires can enhance or diminish the emotions of mortals by an extreme degree, turning fondness into obsession or repulsion into disdain. The vampire does not choose the emotion affected, he can only choose whether to enhance or diminish the feeling.

System: Spend one blood point and roll Charisma + Empathy (difficulty 6). Roleplay the effects of the power. Successes determine the duration. One success affects the

victim for a single turn, three successes affect him for one night, and five successes affect the target for an entire month. Hunters with active Conviction are immune to the power, or they are immune in a subsequent scene if they are subject to the power already.

HYPNOTIZE

Most humans are remarkably susceptible to vampiric suggestion. This power permits a vampire to implant an idea into a victim's mind. While the vampire must be precise in his wording, he can give complex orders, posthypnotic suggestions to be carried out at a later date or a conditional statement that the victim meets if a certain set of circumstances comes to pass.

System: Spend a blood point and roll Manipulation + Leadership at a difficulty equal to the victim's Willpower rating. The number of successes achieved determines the extremity of the victim's actions. One or two indicate that the victim does something he might be inclined do already, such as lie to an enemy or refuse a stranger access to information. Three or four successes get the victim to do things that he would not normally do. ("Drink the contents of this cup," "Seduce Mario," or "Invite the Countess von Totentanz to the cotillion next Saturday.") Five or more successes make the victim take any action that is not obviously self-destructive. ("Drown your neighbor's children." "Give me the sword.") However, if the vampire tells his victim that a fully loaded gun contains only one bullet and suggests a quick game of Russian Roulette, the victim might agree. Suggestions have been known to remain buried for months and years until the trigger event transpires.

Hunters who have activated their Conviction are immune to this power. However, a hunter affected when his defenses are down may still be controlled. He simply has complete self-control during scenes in which his Conviction is active.

KEEN PERCEPTIONS

Some vampires are able to discern sensory details that humans would never notice. These details might include anything from overhearing a conversation from a distance to sniffing out a hunter lying in wait (or trying to escape) to detecting lies by hearing the strain in the deceiver's voice. While this power seems passive, hunters learn to fear vampires with it. Some imbued have taken to using this capability against monsters by deafening or blinding them with firecrackers or strobe lights.

System: Roll Perception + Alertness (difficulty 6). Each success gives the vampire a piece of information: a sentence overheard, the number of people in an approaching party, the gender of a distant individual. You must decide when a vampire uses his keen perceptions, and what the vampire discerns through them. This power has no blood cost; it's inherent to the possessor.

SPEAK WITH THE DEAD

While some among the undead are comfortable speaking with animals, others speak with the spirits of the dead. Vampires have used this power to discover information on hunters, their families and their allies. Alliances between vampires and ghosts can be lethal for the imbued, who may be unaware of the connection between the two.

System: The vampire must know at least the name of the ghost or zombie with whom he wishes to speak. Spend two blood points and roll Perception + Occult at a difficulty of 7 (or 5, if the vampire holds an item valued by the spirit in life). A ghost thus summoned is visible and audible to the vampire for the duration of the questioning. Zombies may be spoken to, but they must be in the vampire's presence already. This power does not summoned them. Each success achieved allows the vampire to ask one question.

SUMMON ANIMALS

The ability to control animals isn't particularly helpful if there are none with which to lock eyes. Vampires with this power can call out (howl, caw, roar) to a certain type of animal and mystically summon any nearby to the vampire's presence. These animals are favorably disposed to the creature, but they are not under her control.

System: Spend a blood point and roll Charisma + Survival (difficulty 6). The number of successes indicates whether one, some or all animals nearby respond to the call. The vampire decides before the roll is made if she calls all animals of a particular type, a few of that type or just one particular animal of that type.

TERRIFY

Some vampires are able to focus the entirety of their hatred, anger and predatory nature in one terrifying glare. The vampire simply needs to glare at his victim, reveal his fangs and growl or hiss in rage to instill absolute horror. Victims of this display flee blindly or enter a catatonic state.

System: Spend one blood point and roll Charisma + Intimidation, difficulty equal to the victim's Willpower. One success scares away a victim, while five drive the victim into a fetal ball. The number of successes achieved determines how long the fear persists. One success yields one turn of fear, two successes equal an hour, three work for a day, four work for a week, and five successes last for a month.

Hunters with active Conviction are immune to this power. They witness the display, but they aren't terrified uncontrollably by it. A hunter affected when his defenses are down may regain control temporarily when the player spends Conviction in subsequent scenes, or he may gain control completely when he activates his Conviction.

UNSEEN

Some vampires prefer to take their victims completely by surprise, and they have learned to cloud the mortal mind so effectively that they could stand directly in front of a victim without the prey realizing. The subject notices other things instead or rests his eyes. Active second sight allows a hunter to see a "hiding" vampire, but the defenseless refuse to notice unseen vampires, even if a hunter points them out. This power affects the *minds* of those around the vampire. It is not invisibility; cameras and other technological devices pick up the vampire quite clearly.

System: Spend one blood point to go unseen. No roll is required unless the vampire does something that might compromise the veil of denial in which she is wrapped. Speaking, snapping a twig underfoot or walking through big puddles all require a Wits + Stealth roll with a difficulty number ranging from 5 to 9, depending on the situation. Going unseen persists for the remainder of the scene unless the vampire does some-

thing to give herself away. Discovering a hidden vampire does not necessarily frighten normal people, unless the creature is hideous, in which case they undoubtedly flee. Even if a hunter uses second sight to recognize a hiding vampire, edges such as Discern, Witness or Illuminate may be necessary to identify the bloodsucker as such.

UNCOMMON POWERS

BLOOD SIPHON

Some vampires don't even need to make contact with their victims to drain blood. Such vampires simply look at an intended victim and blood seeps from the mouth, nose and various tiny tears in the skin, and it arcs through the air toward the vampire, who consumes it. Among the more visible displays of the vampiric appetite, this power is feared by hunters who have witnessed its use.

System: Spend two blood points and roll Willpower (difficulty 7). The number of successes achieved determines how many blood points the vampire steals from the victim. This power inflicts a single level of lethal damage as well. Note that blood loss can kill before bodily harm does; a person has only 10 blood points in her body. Most die after losing eight. The maximum range of this power equals the vampire's Willpower in yards.

COMMAND THE DEAD

Some vampires not only speak with the dead, but also compel them into ghostly service, charging them to serve as guards, informants or proxies.

System: The vampire first summons the ghost with Speak with the Dead, then spends two blood points and rolls Manipulation + Occult (difficulty equal to the ghost's Willpower) before any questioning or instruction even begins. One success makes the ghost docile. Two allow the vampire to ask the ghost questions and ensure honest answers. Four successes allow the vampire to assign simple duties. ("Rattle this chain if any mortals pass through this door," or, "Scare away those prowlers.") Five successes allow the vampire to assign complex tasks. ("Bring my enemy's red-headed stepchild to me at midnight next Thursday," or, "Track down the mortal who invaded my mansion and plague his sleep with dreams of my retribution.") Service typically persists until the intended deed is performed.

ELICIT SERVITUDE

Vampires can make humans revere them to the point of worship simply by amplifying their own animal magnetism. Those affected are overcome with an incomprehensible love for the vampire, and they do his bidding, whatever it is.

System: Spend two blood points and roll Appearance + Empathy (difficulty equal to the target's Willpower). The number of successes achieved determines how long the victim's slavish devotion to the vampire lasts:

1 success	One hour
2 successes	One day
3 successes	One week
4 successes	One month
5 successes	One year
6 successes	Five years

Hunters with active Conviction are immune to this power. However, a hunter affected when her defenses are down may still be controlled. She simply has complete self-control in those scenes wherein her Conviction is active.

GRAVEYARD SHIFT

This bizarre power allows a vampire to become a ghost. He disappears from the eyes of mortals (and hunters, unless second sight is active), and he becomes capable of interacting with ghosts just as he would be with mortals, although the vampire must return to the living world to feed, as ghosts have no actual blood.

System: Spend two blood points and roll Stamina + Occult (difficulty 8). The vampire retains spirit form for up to one hour per success rolled. The vampire returns to the material world at will or when the duration expires, wherever his spirit form currently is. The vampire follows the rules for ghosts (although he retains his own health levels). However, he possesses no Pathos, and he cannot use tricks. Nor can he spend blood points or continue to use his physical vampiric powers. However, the vampire may be able to use mental, perceptive and social ones that require no blood expenditure.

To second sight, the vampire appears inhuman, and it may even be mistaken for a ghost. Discern, Witness or Illuminate are required to distinguish the noncorporeal being as a vampire "in disguise."

INKBLOT

There are vampires so attuned to night and the powers of darkness that they can make it manifest at their command. Vampires using this stunning power unleash a cloud of darkness so thick that it muffles sound and extinguishes small flames.

System: Spend two blood points and roll Manipulation + Occult (difficulty 7). Each success brings forth a roiling cloud of blackness, 10 cubic feet in size. The vampire can be up to 50 yards from where she makes darkness manifest. If the vampire creates the darkness out of her line of sight, the difficulty increases by two. The darkness is palpable and cold, increasing the difficulty of Stamina-based dice pools by two. Darkness persists for one turn for each success rolled.

Individuals inside the cloud can see nothing, and sounds are garbled. Activating second sight does not allow the hunter to pierce the blackness. Only Discern — not Witness or Illuminate — allows a character to see and hear normally in the darkness.

INTER

Some of the undead can bury and disinter themselves at will. Many vampires use this power as a means of avoiding the sun, not to mention hunters. By standing or lying down on a patch of bare earth (blacktop, cement and other types of artificial ground cover prevent this power from working), the vampire sinks several feet into the ground simply by willing it to happen,

System: Spend one blood point. No rolled is required, although you could roll Stamina + Survival (difficulty 5) to see how many yards the vampire sinks. The monster remains underground as long as it chooses, unless someone disturbs the patch of ground into which it disappeared. In such a case (if, for instance, a hunter tries to dig the interred vampire up), the beast rises from the ground automatically, amid a cascade of dirt.

MEMORY WIPE

One of the ways vampires have gone undetected for so long is by erasing evidence of their crimes from the minds of witnesses. Not only can vampires edit memories, they can implant false ones to prevent victims from detecting “blackouts.” A vampire can edit a moment or two or strip away (or alter) years of a victim’s past.

System: Spend two blood points and roll Wits + Subterfuge (difficulty equal to the victim’s Willpower). One success lulls a victim into a trance-like state that eliminates thoughts of events that just transpired. Two successes allow the vampire to remove one memory. Three successes allow the vampire to alter a memory. Four successes allow the vampire to edit four small memories or one long period up to a week. Five successes allow the vampire to edit entire portions of the victim’s life.

Hunters with active Conviction are immune to this power. If a hunter is subjected to this power when his defenses are down, his mind can be altered. Spending a point of Conviction later does not restore the hunter’s memories (unless you decide otherwise).

MIMIC

Vampires can gain access to their victims by masquerading as someone a victim trusts. With subtle mental manipulation, the vampire can make those around her see whomever she wants them to: a mother, a lover, a priest. The vampire has to know what he wants to look like, but once he’s seen the person to be mimicked — even a picture will do — wearing that mask is a simple matter.

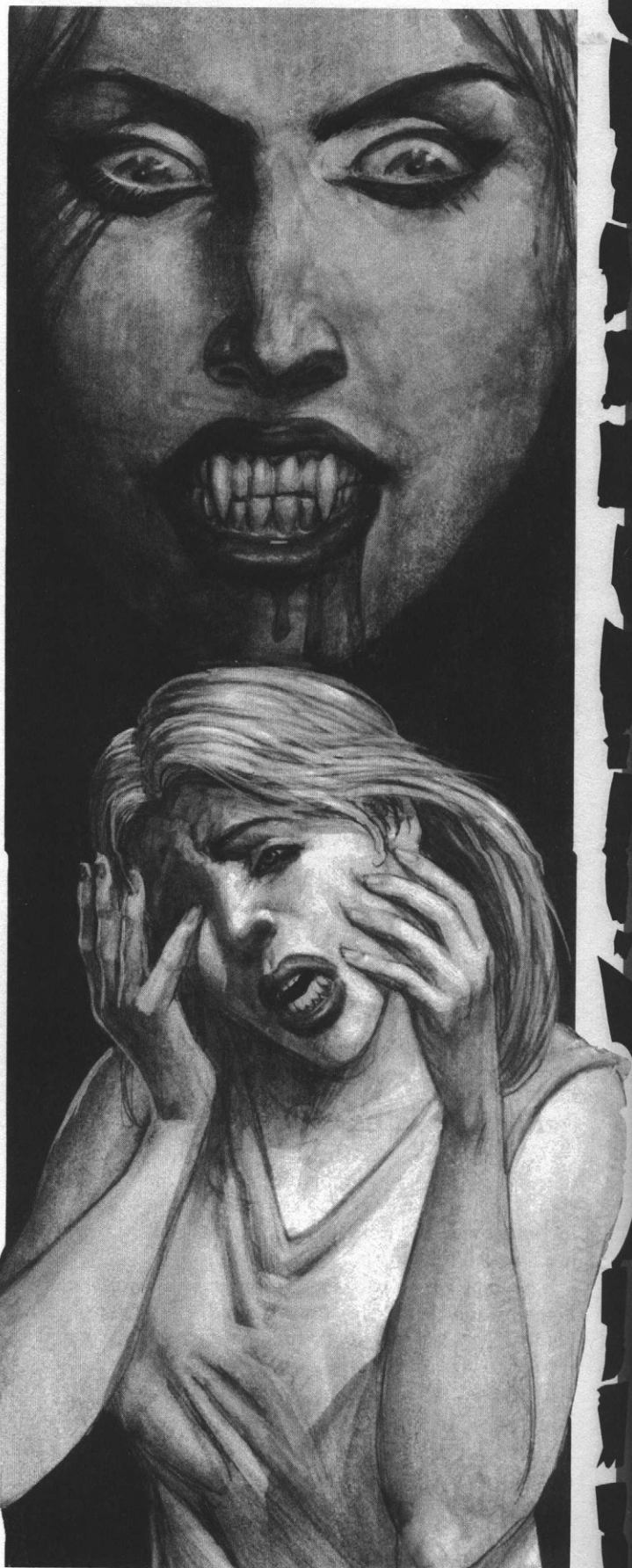
System: Spend two blood points and roll Manipulation + Performance (difficulty 7). If the vampire has only glimpsed the person to be imitated, or if a photograph isn’t clear, the difficulty increases by one or two. A single success only allows the vampire to look *unlike* himself. Three successes allow him to perfectly mimic the facial features and expressions of his subject. With four successes, the vampire is able to mimic the voice, gestures and bearing of his target. Five successes allow the vampire to imitate those with radically different body types. A hulking man can mimic a frail old woman, or a child-sized vampire can mimic a grotesquely corpulent man. Each success also makes a disguise persist for one hour, unless the vampire decides to resume normal appearance prematurely. Hunters with active second sight can see through this illusion.

MIND RAPE

Vampiric control over the human mind reaches a terrifying point with this vile power. The bloodsucker pushes her way into her victim’s mind, where she can root around for any secret, any information or any fear. If the vampire chooses to make herself known to her victim, she may also communicate telepathically with the subject.

System: Spend two blood points and roll Intelligence + Subterfuge (difficulty equal to the victim’s Willpower). A single success allows the vampire to communicate through images. Two or more successes allow for direct contact, allowing the vampire to communicate with an individual whose language he does not speak. Though the target knows that these images or words come from outside his own psyche, he doesn’t know the origin of the “little voices” in his head.

To gather knowledge, the vampire must achieve one success for each piece of information gleaned. Five or more successes are required to access particularly deep or shameful secrets.



Contact between vampire and subject persists as long as the nightcrawler stays in a direct line of sight with the person. Hunters with active Conviction are immune to this power.

SHAPESHIFT

Perhaps one of the more legendary powers of the undead, this vampiric capability blurs the distinction between vampires and werewolves. Bloodsuckers using this power can assume the forms of bats and sometimes wolves, usually particularly large and powerful specimens.

System: Spend two blood points. No roll is made. It takes one turn to alter shape. The vampire retains animal form for as long as it chooses. Vampires in bat form can fly up to 20 miles an hour. The monster retains its Mental Attributes, Traits, powers and health levels. It assumes the physical benefits, Traits and limitations of the animal in question. Bats tend to have 1 Strength, 5 Dexterity and 2 Stamina. Wolves have 3 Strength, 3 Dexterity and 4 Stamina. A hunter with active second sight knows something is unnatural about the animal. Discern, Witness and Illuminate reveal the vampire's image superimposed upon the animal's body.

SOUL SUCK

The vampire gestures at a mortal within line of sight and pulls that individual's spirit forcibly out of his body, which crumples to the ground, comatose.

System: Spend three blood points and make a resisted Willpower roll (difficulty 6). For each success achieved by the vampire in excess of the target's, the victim's soul is pulled from her body for one hour. During this time, the vampire can affect the disembodied spirit as though it were any other ghost (if the vampire possesses the appropriate powers).

Hunters with active Conviction are immune to this power. If a hunter's defenses are down when this power is used on him, he is completely at the vampire's mercy thereafter; Conviction cannot be spent while the character is outside his body.

SUMMON

Such is the power of the undead that they can manipulate mortal minds, calling thralls to serve them even from a distance. When a vampire sends out a mental call, the victim becomes obsessed with joining the bloodsucker, paying any price, tossing aside all other business or responsibilities to hasten to the master.

System: Spent two blood points and roll Charisma + Subterfuge. The difficulty is 5 if the victim has spent more than an hour in the vampire's presence. It's 7 if the victim has spent less than an hour. The subject must have met the vampire at least once for the summons to work. (Even an exchange of glances in a nightclub is sufficient.) The number of successes achieved determines the target's "enthusiasm" to join the vampire. With one or two, the victim fights his preoccupation, arguing himself out of going, changing his mind repeatedly and generally approaching the vampire in fits and starts. Three successes indicate that the victim goes to the vampire with normal speed after tying up any loose ends (finishing a date, arranging for time off work). If the vampire achieves five successes, the victim is obsessed and cannot think (or even dream) about anything other than returning to the vampire, and he does anything in his power to expedite travel.

Some shrewd hunters have learned to recognize the symptoms of vampiric summoning, and they watch for such behavior as a means of tracking their prey. Hunters are

immune to this power if their Conviction is active. However, a hunter affected when his defenses are down may still be controlled. He regains complete self-control in scenes during which his player spends Conviction. You might also allow a character to become alert to mental intrusion when a summons is made, allowing the chance to spend Conviction.

TRANQUILIZE

There are vampires who understand the nature of aggression and violence so well that they can negate assertive urges in others—even in those prone to hostility or stubbornness—making them complacent and pliable. By touching the victim or looking into her eyes, the vampire renders her apathetic about everything, including suffering harm.

System: Spend two blood points and roll the vampire's Manipulation + Intimidation in a resisted action against the target's Willpower (difficulty 7). The subject is sedated if the vampire gets more successes. The victim makes a Willpower roll (difficulty 6) each day to recover her senses. She is free of the effect when she accumulates successes equal to the vampire's Willpower. While tranquilized, the victim utterly lacks all motivation or drive, and he won't struggle, even if attacked. The Storyteller may grant an extra Willpower roll if the victim's life is in obvious danger. Most insidiously, she cannot regain Willpower or Conviction while under this spell.

Hunters with Conviction active when this power is used are immune to its effects. If a hunter is sedated when Conviction isn't active, she is affected fully, and she behaves normally only during those scenes wherein Conviction is active (if that's possible at all while tranquilized).

VAMPIRIC MALEDICTION

The vampire is capable of cursing a mortal so thoroughly that she begins to waste away, eventually looking undead herself: pale, gaunt and hungry. The vampire must make eye contact with and glare at the victim, and then retire to a quiet place for three hours to invoke the curse.

System: Spend one blood point and roll Intelligence + Occult (difficulty 7). The victim manifests the deathlike pallor of the curse one day for each success. All dice pools for Social rolls suffer a -2 penalty while afflicted. Hunters can be subjected to this power despite active Conviction.

ZOMBIE SERVITORS

This power allows a vampire to command ghosts into dead bodies and use them as slaves, or to command existing zombies no higher in "stature" than shamblers. Zombies aren't capable of thought, but they can follow simple commands such as "Kill!" or "Defend me." This power must be used where dead bodies or existing zombies are available and aren't under the control of another.

System: Roll Manipulation + Occult (difficulty 8). Spend a blood point for each success. Each success raises one zombie from its grave. Treat zombies as shamblers (see **Hunter's** Enemy chapter, and Chapter One of this book if you want to assign your zombies tricks and Pathos.) Zombies typically exist and remain under their master's control until destroyed.

RARE POWERS

BLOOD BOIL

There are vampires in existence capable of inflicting the most hideous and lethal torments on mortals with a single



touch. Blood Boil is one of them. A vampire can cause a mortal's blood to boil in her veins. No human target of this terrible power is known to have survived.

System: Spend three blood points and roll Willpower (difficulty 8). Each success inflicts one level of lethal damage to humans as it causes their blood to denature and clot hideously.

GUILT OF PERSONALITY

The old and powerful vampires who possess this degree of magnetism and charisma radiate unquestionable authority and inspire utter adoration and love in those around them. When a monster warps emotions with this power, not only is it difficult to avoid adoring him, but it takes a concerted effort of will to contradict, behave rudely to, raise one's voice against or act in any ill way toward him. Hurting the vampire is beyond the pale. The very notion wracks the subject with deep pangs of shame.

System: Spend three blood points to activate this power for one scene. No roll is necessary. A human trying to resist control rolls Willpower against a difficulty equal to the vampire's Charisma + Intimidation +2 (maximum of 10) every turn he wants to think freely. If the individual succeeds, and if he opts to use this freedom to be rude, to be unfriendly or to attack the vampire, he'd best succeed at this roll again the following turn, lest he be overwhelmed by feelings of self-loathing, guilt and utter desolation (all dice pools are reduced by three). In addition, the vampire's other thralls are very eager to endear themselves to their master by punishing his assailant. More than one hunter has learned the hard way that a vampire's followers can be much more deadly than the creature itself.

Hunters with active Conviction are immune to this effect. If a hunter's defenses are down when exposed to this

power, a successful Willpower roll is required to activate Conviction in the vampire's presence thereafter (as doing so otherwise would be rude).

INSANIITY

This terrifying power allows a vampire to plague mortals with obsession. The vampire can amplify any latent seeds of disturbance into full-blown madness.

System: Once the vampire has interacted with the intended victim for one turn, spend three blood points and roll Manipulation + Intimidation (difficulty equal to the victim's Willpower). Each success imposes a derangement of your choosing. The total number of successes rolled determines the duration of these ailments.

- | | |
|-------------|------------|
| 1 success | One turn |
| 2 successes | One night |
| 3 successes | One week |
| 4 successes | One month |
| 5 successes | One year |
| 6 successes | Five years |

Hunters with active Conviction are immune to this power. A hunter targeted when her defenses are down may still be affected. She regains complete self-control for a subsequent scene in which she relies on her Conviction.

MIST

Hunters initially thought the legend about vampires turning into mist was just that. A costly assumption. Certain powerful old vampires can indeed transform their entire bodies to a fine mist to slip between bars, under doors or



through ventilation ducts, granting them access to any room that is not airtight. Other vampires use this uncanny power to pose as fog over lakes or bogs while they await prey.

System: Spend three blood points. It takes one full turn to transform. Mist form can be maintained as long as the vampire chooses. Mundane physical attacks (guns, melee weapons, punches) have no effect on a vampire in this form, but many edges still do, even ones with physical effects such as Cleave. Vampires in mist form can travel at half their usual speed. A strong wind halves or doubles that, depending on the direction in which it blows. The monster retains its Mental Attributes, powers and health levels. A vampire in mist form cannot use its physical or social powers.

A hunter with active second sight knows something is unnatural about a patch of fog. Discern, Witness and Illuminate reveal the vampire's image within.

POSSESS

Ghosts are not the only dead things capable of taking control of the living. Vampires with this power can completely overwhelm a mortal's mind and take up residence in her body with only a glance. The vampire's own body collapses into a coma. The vanquished human psyche remains conscious but completely unable to control its body. Vampire-controlled actions seem distant and unreal, like a nightmare. If this power didn't leave a vampire's own body so vulnerable, more of the monsters would probably use it.

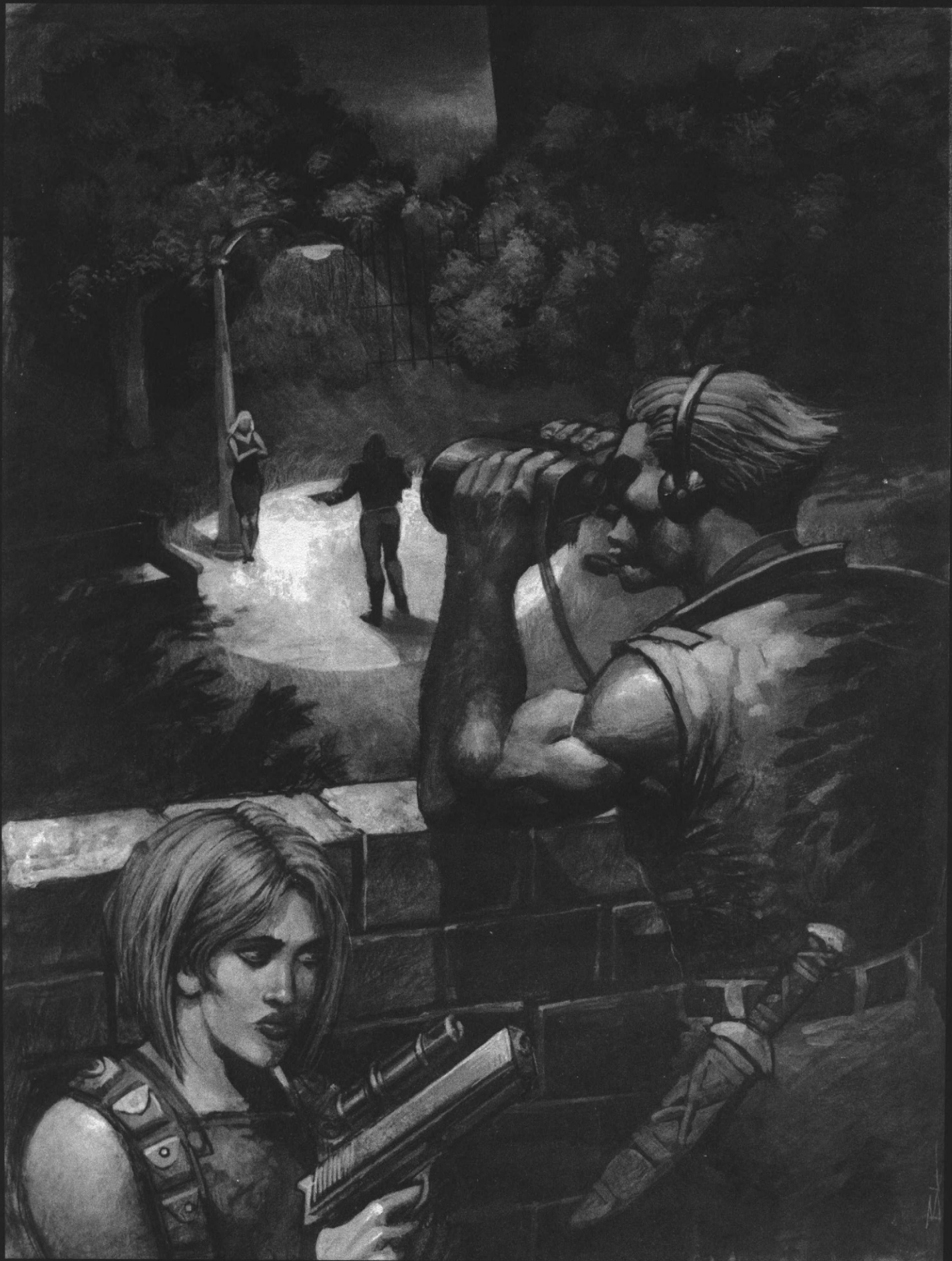
System: Before the vampire can take control of the target, he must overcome the victim's will. The bloodsucker gazes into his victim's eyes. Spend three blood points and roll Charisma +

Intimidation (difficulty 7) in a resisted and extended action, resolved turn by turn. All the subject can do is resist mentally. Each success the vampire achieves beyond the mortal's wipes away one point of the target's temporary Willpower, while every success the target achieves beyond the vampire's gives him another die to roll against the vampire in the next turn. Even strong-willed mortals can resist this kind of onslaught for only brief periods. The only real escape from the vampire's attack occurs if one of the vampire's rolls botches, which renders the target immune to further possession attempts permanently. If eye contact is broken, the vampire must begin again.

If and when the vampire succeeds in stripping away the victim's Willpower, the Storyteller controls that character. Control lasts until the vampire is exorcised with edges or leaves of its own accord. Most vampires lose consciousness during daylight hours, thus ending possession. A few vampires can remain in control of an individual for two or possibly even three days, but concentrating so hard for such a length of time is extremely grueling, and the vampire must rest on the fourth day.

Treat a possessing vampire like a possessing ghost. The vampire retains its normal health levels and Mental and Social Traits. It may even use mental and social powers, but it is limited to the physical capabilities of the host.

Hunters with active Conviction are immune when a vampire attempts to use this power. However, a hunter affected when his defenses are down may still be controlled. Once the hunter is possessed, the player can spend no Conviction until the vampire relinquishes control. Hunters who look at a possessed individual with second sight can see the spirit hiding within.



CHAPTER 3: WEREWOLVES

What are we supposed to use, harsh language?

— Frost, *Aliens*

Don't go into the woods. Werewolves, like real wolves, travel in packs. One nine-foot-tall killing machine is bad enough. A pack of them can wipe out a group of hunters in less time than it takes to say, "Heel" or "Roll over."

The suffering outcast wolf-man, driven to the streets by his lycanthropic condition, is a mainstay of werewolf movies. Hunters therefore have a partial clue to go on when they meet up with these wandering shapeshifters. However, they'll be completely baffled when they run into the savvy, urban, corporate raider who also happens to turn into a nine-foot-tall killing machine.

Lycanthropes — and other shapechangers (some of these beings can assume the forms of other animals such as big cats) — come from all social strata and backgrounds. Most are content to remain in the wild, but some venture into (or even reside in) cities. The latter are the shapechangers encountered most often by hunters, as going into the wilds — where people operate on nature's terms and lack the anonymity of the human masses — is too dangerous. Urban werewolves can be anything from street people living apparently homeless lives, to business leaders and even politicians. Although some shapechangers are sympathetic or perhaps inclined toward humanity — and have their own issues with the other supernatural creatures — many werewolves have their own agendas in which people are simply not a factor. Most seek to restore the once-pristine Earth, which they believe humanity has polluted and tarnished. Thus, while

hunters might find tentative allies or contacts in some werewolves, others are so outright hostile that they attack people at the slightest provocation.

THE FORMS

Folklore and film depict werewolves as one of three things: human, wolf-man or wolf. Yet lycanthropes have more shapes than most hunters realize. An imbued who expects to deal with Lon Chaney misses the wolf creeping up on him, or the slightly distorted hairy person who barely passes for human. And the hunter is terrified to learn what a wolf-man truly looks like.

Human form is the most convenient for civilized behavior. Werewolves in human shape can speak clearly, use computers, traverse cities without raising suspicion, handle silver without a problem and enjoy the benefits of an opposable thumb. On the other hand, werewolves in human form heal at human rates.

A werewolf in near-human form can pass for a normal man, albeit a large and hirsute one. Going unnoticed in this shape often requires low-light and the benefit of distance. Speech is a bit of a challenge, as the near-man's words typically sound like guttural snarls.

Wolf-man form is huge and lethal, combining humanoid bipedalism with wolflike anatomy. Standing between eight and 10 feet tall, a wolf-man is a massive beast capable of incredible feats of strength and savagery. Most werewolves choose this form for combat, and they can still wield weap-

ons. Communication in this state consists of little more than grunts and barks.

A shapechanger's near-wolf or dire-wolf form can be mistaken for a huge wolf (or a small horse), but only in bad light and generally by folks who don't know what a regular wolf (or horse) looks like. This form does not offer the benefits of an opposable thumb, so shapechangers cannot use weapons or turn doorknobs.

In simple wolf form, a werewolf looks and behaves like any normal wolf. Healing in this form occurs at the standard rate for wolves (treat the same as human healing). That is, they do not regenerate in this form.

The Power, Speed & Endurance sidebar for werewolves indicates how to modify Attributes based on shapechangers' various forms.

RAGE

Rage is the primal force that makes werewolves what they are. It allows them to change shape, to move with inhuman speed and to use their strange magic. For the purposes of this book, Rage replaces Willpower from Hunter's Chapter 9 as the energy source of werewolf magic and capabilities. Werewolves still possess Willpower, but they use it to accomplish mundane feats and to apply self-control, as hunters do. Werewolves have Willpower ratings anywhere from 6 to 10, depending on their drive or obsession.

A typical werewolf has between two and 15 Rage points. Only very weak and young werewolves have two, and only the most renowned and deadly have 15 (or more!). Average werewolves possess eight to 10 points.

Using Rage accomplishes the following feats:

- Regaining health levels lost to bashing and lethal attacks. Regeneration costs one Rage point per level recovered, and only one level can be regained per action.

- Taking extra actions in a turn at a cost of one Rage point each, up to the werewolf's Dexterity rating. Each extra action after the creature's first in a turn can be dedicated to one feat only. Multiple feats — clawing *and* firing a gun, for example — cannot be performed with each extra action. Healing can be performed in an extra action, though, even more than once in the same turn.

- Shapeshifting. Spend one Rage point to change to any of the other four forms. It takes one action to change shape.

- Triggering werewolf magics

Werewolves regain Rage:

- When they first see the moon each night (One to five points. Roll a die and divide by two, rounding up.)

- When they enter combat (1 point)
- When they are humiliated or angered (1 point)
- When confronted with silver (1 point)
- When they botch an attempted action (1 point)

While Rage represents a werewolf's fury and motivation, it is also her weakness. Rage can eclipse a werewolf's rational thought, sending her into a frenzy. Any time a werewolf gains Rage, roll her permanent Rage score — her *rating* — to see if she slips into a mindless killing spree. Four or more successes indicate that she has gone into frenzy. The difficulty of the roll varies by the phase of the moon:

Difficulty	Moon Phase
10	New
9	Crescent
8	Half
7	Gibbous
6	Full

While werewolves can sometimes be reasoned with, one in frenzy cannot be. A frenzied werewolf shifts directly into wolf-man form and begins shredding everything in its path, including other werewolves if they don't give it sufficient space. Werewolves in frenzy don't feel pain, and they ignore dice-pool penalties from injuries for the duration of the outburst. The display persists one turn for each success achieved on the Rage roll. When the frenzy is over, awareness of pain resumes and wound penalties are imposed again. While in a frenzy, werewolves are also hard to affect with certain mental edges. The difficulties of affecting a shapechanger with edges such as Burden, Confront, Insinuate or Bluster increase by two.

Fortunately, werewolves have Willpower ratings. Spending a point wards off a frenzy completely, assuming the outburst's trigger leaves or is no longer offensive. If the object of irritation remains or persists, a point of Willpower staves off frenzy for one turn only. While werewolves in the wild may not particularly care if they frenzy, creatures in urban environments usually frenzy only if they want to cause mayhem or if they've run out of Willpower. Even a pissed-off werewolf is more likely to hunt an offender down than vent its fury on an entire neighborhood.

WEREWOLF HEALTH AND WEAKNESSES

Werewolves can suffer a great deal more damage than can normal humans and many other types of supernatural creatures. Although they can be considered to have the seven health levels of a normal person, werewolves can regenerate damage as discussed under the Rage description. They can also soak both bashing and lethal damage. Mark both types of harm as a "/" on a werewolf's Health chart. However, none of these capabilities is possible in human or wolf forms. Regeneration cannot be performed, and lethal damage suffered cannot be soaked (mark the latter with an "X," as normal). It's no wonder then, that shapechangers assume one of near-human, wolf-man or near-wolf forms in battle.

While sunlight doesn't do jack against a werewolf, fire does. Werewolves can soak fire damage with a Stamina roll, although the difficulty depends on just how hot the fire is. A small flame such as that of a candle requires a difficulty of only 3. A large flame such as that of a torch requires a difficulty of 5. Werewolves soak large, white-hot flames (such as those from a blowtorch) at difficulty 7. Damage from sources of extreme heat, like plasma or molten metal, make for difficulty 10. Otherwise, fire inflicts levels of damage per turn as detailed in the Hunter rules on page 298. Wounds from fire are considered "aggravated" and they cannot be healed through regeneration. Only the passage of a great deal of time or some forms of werewolf magic speed up the process. Mark health levels lost to aggravated damage with an "X" on a werewolf's Health chart. Apply aggravated damage done to



PREDATORY SKILLS

Werewolves are born predators. Their hunting and killing instincts are extraordinary, beyond anything of which even the imbued are capable. They can track prey over any terrain, under any conditions, whether in the wilds or through urban back alleys. They can even smell the fear of prey. Make Perception + Alertness, Stealth or Survival rolls every hour or day to track, depending on the conditions. The difficulty varies according to the situation. It's 3 in the wilds with a fresh trail, 6 after a rainstorm and 9 on a city street during rush hour. If the subject tries to avoid being followed, roll Wits + Stealth or Survival in a resisted and perhaps extended action.

Werewolves can even forego sight and still know where objects and enemies are by sound and smell. Hunter's Blind Fighting/ Fire rules (page 192) do not apply to werewolves.

Shapechangers in near-human, wolf-man and near-wolf forms have pronounced teeth and claws. Attacks with these natural weapons inflict Strength +1 lethal damage to hunters.

werewolves as lethal damage is applied to hunters. A Health chart full of aggravated damage indicates a dead shapechanger.

Silver is the only weapon more dangerous to a werewolf than fire. Simply touching a werewolf with silver causes excruciating pain and inflicts an automatic health level of damage. A silver weapon does the normal damage rolled against the shapechanger. If a damage roll fails, one health level is still inflicted for mere contact with silver. Lycanthropes cannot soak damage caused by silver. All such wounds are aggravated, and they cannot be regenerated. However, shapechangers in their human or wolf forms do not take any extra damage from silver, thereby nullifying any hunter notion of using random silver objects as "werewolf detectors."

WEREWOLF VARIETIES

Some hunters have begun to put together a basic theory about wolf-men. There are werewolves (humans who change into wolves), wolfweres (wolves that can take human form), and a third group that can be described only as "other." The last category contains creatures so malformed that not even shapeshifting can hide their twisted nature. Ironically, the same deformities that prevent such a werewolf from passing for human can often prevent a hunter from recognizing the creature for what it really is. The beast may be mistaken for a monstrosity of a different sort, such as a misshapen blood-sucker, goblin or the walking dead.

If you want to confound players familiar with the World of Darkness, throw one of these shapechangers at the hunters and mislead them with clues about other types of supernatural beings. If the hunters are lucky, they may survive their creators' lesson.

The following are just some of the mutations that aberrant werewolves may exhibit.

Androgyny: The werewolf has both male and female sexual organs. Its face has characteristics of both sexes, as well, which can make it remarkably attractive or just plain disturbing. Social dice pools have a +1 or -1 modifier.

Anthropomorphic Battle Form: Most werewolves in wolf-man form look like nine-foot-tall, hairy, dog-headed people. This battle form, while huge, isn't particularly lupine-looking. The teeth may be a little longer, there may be a bestial feature or two, but for the most part there is nothing to suggest "werewolf" to a hunter. Decide what the creature does look like. The creature does not have claws in this form, and it must assume near-wolf form to get them. The difficulty of bite attacks increases by one.

Big Head: This mutation makes the werewolf's head twice as large as normal, in any form. The difficulty for all Appearance and Manipulation rolls increases by two. Bite attacks in wolf-man, near-wolf and wolf forms are made at -2 difficulty, and they do an extra die of damage.

Dogface: It might just be the eyes, a snout or a black nose, but these werewolves cannot assume a convincing human form because their lupine features never quite go away. Appearance is always 0 in these cases.

POWER, SPEED & ENDURANCE

Werewolves are the most dangerous opponents a hunter is ever likely to face in combat. Stronger than a raging vampire, faster than the eye can follow and tough as anvils, shapeshifters can rip through the imbued like paper. While a group of hunters may be able to take on a lone werewolf, most of these creatures travel in packs, and some have no qualms about scything through uppity, self-righteous humans.

POWER

The four forms that werewolves can assume beyond human are all stronger than that "base."

System: Near-human form, just a little taller and somewhat bestial, adds two points to human-form Strength. Wolf-man forms adds four Strength. Near-wolf adds three. Wolf adds one. Bear these bonuses in mind when werewolves make brawl attacks. They need spend no Rage to gain these bonuses.

SPEED

Werewolves' terrifying speed derives from two sources: their animalistic forms and their Rage.

System: Wolf-man form adds one to human Dexterity. Near-wolf and wolf forms both add two to human Dexterity.

More dangerous, however, is a werewolf's use of Rage (see page 42) to gain extra actions in a turn. These actions can be used to attack, move and heal while a hunter gapes or acts almost in slow-motion.

ENDURANCE

A werewolf's capacity to withstand damage and persevere in even the bloodiest combat derives from the enormous resilience of lupine forms, and from the capability to heal at an astounding rate.

System: Human Stamina is enhanced in the other forms as follows: +2 in near-human, +3 in wolf-man, +3 in near-wolf, and +2 in wolf. The additional soak dice granted by these bonuses can be the deciding factor in battle.

Even when a werewolf does take damage, it can heal bashing and lethal wounds at an extraordinary rate, so long as the monster is in one of the three intermediate forms.

Feral Talons: The werewolf's claws are always visible, regardless of form. They may not be particularly long (or they may be), but sharp black claws take the place of fingernails. The effect is extremely disturbing to people. Gloves are a common way of concealing this mutation in human company.

Hunchback: Whether because of a curve of the spine or a fleshy hump on the upper back, these werewolves look like Quasimodo. Increase the difficulties of all Dexterity and Social rolls by one.

Runt: Whether the werewolf was the smallest in the litter, or he just stunted his growth by smoking at a young age, the creature is small. Wolf form is the size of a medium-sized dog, while wolf-man form is only about six feet tall.

Sheer Hideousness: This mutation can manifest in many ways: festering boils on the face, half of the body covered with hairy moles, or brittle skin that cracks and bleeds constantly. Whatever the case, Appearance is 0 in all forms.

HUNTERS AND SHAPECHANGERS

The average human mind refuses to acknowledge the existence of werewolves. Exposed to shapechangers in near-human, wolf-man or near-wolf form — or to the effects of werewolf magic — humans with low Willpower flee instinctively or collapse. Those with high Willpower witness everything, but disregard it all. In either case, the human mind cannot comprehend what it's seeing, and it activates defensive measures. After the fact, the psyche even dresses reality up to protect itself. It's easiest to believe that a college student was playing a prank that required him to wear a gorilla suit and stilts while waving a gun around. Hunter efforts to make humans see the truth are therefore futile.

Hunters themselves, however, are more capable. Second sight allows a hunter to perceive that something is wrong or inhuman about a shapechanger in human or wolf form. Edges such as Discern, Witness and Illuminate are required to recognize a being for what it really is. These perceptive capabilities aren't necessary to recognize a creature in wolf-man form as a monstrosity, but they may make the distinction between natural and supernatural in regard to werewolves in near-human and near-wolf forms.

Hunters with Conviction active when exposed to a shapechanger in any of the three intermediate forms can deal with the creature normally. If Conviction is not active, a hunter behaves as a normal person, fleeing or refusing to accept the truth of the situation, depending on his Willpower rating. The imbued also has trouble remembering the situation later. Werewolves in human and wolf forms are not offensive to normal people or unprepared hunters.

Legend and Hollywood holds that lycanthropy is spread through a werewolf bite. Without informed knowledge or experience, hunters may assume this to be true. Why dispel the myth? Let them think they themselves or allies have become the enemy — at least until nothing actually happens. Lycanthropy is in fact genetic, not contagious. Then again, maybe hunters' imbued status is all that prevents them from changing, while bitten humans are werewolves in the making....

The gene that makes a person a shapechanger, whether dominant or recessive, is anathema to the imbuing. The Messengers do not choose shapechangers or their strictly human kinfolk to become hunters. While second sight and perception edges allow hunters to recognize shapechangers, those capabilities also register the identity of werewolf kinfolk. Second sight marks them as “off,” while Discern, Witness and Illuminate indicate such people as the blood-relations of skinchangers.

WEREWOLF MAGIC

The following mystic capabilities are the ones hunters are most likely to encounter when facing werewolves in an urban environment (which is to say, the tip of the iceberg). Werewolves outside cities have access to many more magical powers. Hunters who “go fishing” are rarely seen again. On those rare occasions when they do return, they talk of wolf-folk manipulating the weather, controlling animals, animating trees and shadows, summoning spirits, causing avalanches and turning others into wolves. Some hunters — generally those who’ve never even seen

DISAPPEARING

Almost all werewolves have the capacity to disappear from the physical world and reappear somewhere else. This trick is one of the most infuriating ones in a lycanthrope’s arsenal. Hunters who believe their prey trapped simply discover it gone. Indeed, imbued who predicate the hunt on popular werewolf folklore are sorely surprised by the monsters’ real capabilities. Informed hunters suspect that werewolves travel to other parts of the world instantaneously, simply fade from reality (but to where they don’t know) or become invisible. Support for the last notion is tentative since second sight and edges indicate nothing of an “invisible” werewolf.

System: The shapechanger has to look into a reflective surface: a calm pool, a mirror, a clean window, or even its reflection in another person’s eyes. Spend two Rage points and roll the werewolf’s full Rage rating (difficulty 8). Results are indicated on the following chart:

Successes	Result
Botch	The werewolf blunders the effort, remains in the physical world and remains visible. It may not try again for the duration of the scene. Not even another shapechanger may help it escape.
0	The werewolf fails the effort, remains in the physical world and remains visible. It may try again or another shapechanger may take it by the hand in its own successful effort to disappear.
1	The werewolf fades slowly from view over three turns. Mundane physical attacks against it have no effect during that time, but edges that affect minds and ghosts may.
2	The werewolf fades slowly from view over two turns. Mundane physical attacks against it have no effect during that time, but edges that affect minds and ghosts may.
3+	The werewolf disappears instantaneously.

a werewolf — choose not to believe these tales, but any hunter who has met even a young shapechanger in the city reserves judgment. If your group of hunters dares venture into the wilds, more magic can be found in **Werewolf: The Apocalypse**.

Werewolves’ access to the following spells depends on age, experience and renown among their own kind. A cub might have three common magic spells. A tried werewolf might know three or four common spells and one or two uncommon ones. A lordly shapechanger might possess five common spells, four uncommon ones and one or two rare ones. Note that virtually all shapechangers — well, werewolves, anyway — possess the ability to disappear (see sidebar).

COMMON SPELLS

BLACKOUT

Some werewolves can cause electrical fluctuations in local power grids, wreaking havoc on buildings, neighborhoods or even whole cities. A brown- or blackout makes capture of prey easier.

System: Spend one Rage point and roll Wits + Science (difficulty 7). Each success increases the coverage of the blackout. One success darkens a room, two darken a house or a single floor of a large building, three successes affect a large building, four affect a city block, five black out an entire neighborhood and six or more successes black out a small city. This spell may have side effects, too, such as burning out unprotected computer systems, tripping security alarms or inciting riots and looting. Power remains out one hour for each success achieved.

BLEND

Werewolves using this spell are able to make themselves inconsequential blurs in the mind’s eye of those around them. The eye catches them, but the mind takes no notice. Even if an onlooker penetrates the effect and recognizes the werewolf, the creature fades from sight and mind the moment the viewer is distracted, and it must be found again. Shapechangers use this spell to avoid causing mayhem among humans while in mixed forms.

System: Spend one Rage point and roll Manipulation + Stealth (difficulty 8). Each success increases the difficulty of Perception rolls to acknowledge the werewolf by one. Hunters with active Conviction or who currently use second sight, Discern, Witness or Illuminate are immune to this spell. The blending effect persists one minute per success rolled.

BURROW

A werewolf is able to dig a hole in the ground and create a tunnel large enough for itself (and others of equal or smaller size) to pass. The werewolf cannot use this spell in human form.

System: Spend one Rage point and roll Strength + Athletics. The difficulty depends on the substance burrowed through (4 for light soil, 9 for solid rock or concrete). Each success lets the monster dig through one yard per turn. Repeated rolls may be required to achieve a significant depth. The higher the difficulty, the longer the tunnel lasts. Tunnels dug in light soil or mud collapse within a day, while those through concrete or stone could last indefinitely.



DREAM INVASION

As though werewolves in the real world weren't bad enough, some of these creatures can project themselves into dreams and thereby torment, annoy or communicate with a subject. A werewolf's body becomes ghost-like while it visits another's mind.

System: Spend one Rage point and roll Wits + Empathy (difficulty 8). The intruder may remain in a dream for one turn per success achieved. If the dreamer awakens while the werewolf is still in a dream, the invading creature is thrown back into the real world in the dreamer's proximity, and it loses one point of Willpower temporarily.

A sleeping hunter is subject to this power unless he receives some instinctive warning of intrusion and he can activate Conviction. A hunter onlooker using second sight or perception edges sees a ghostly shapechanger hovering over a victim. Edges that affect ghosts may be used against the tormenting werewolf. The creature can resume physical form whenever it wills, wherever its noncorporeal form resides.

FIRST BLOOD

Werewolves are remarkably fast. Werewolves that use this spell choose to be the fastest combatant in any given turn.

System: Spend one Rage. The werewolf acts before any other character that turn.

HONEYCOMB

The werewolf glances at her target and that individual immediately becomes slightly sticky, like the floor of a theater. A sweet odor arises that, in the right climate, attracts small flying insects — wasps, bees, flies, gnats, mosquitoes. The bugs swarm the victim, blocking vision,

denying him concentration, stinging him and preventing him from interacting socially.

System: Spend one Rage point and roll Wits + Subterfuge (difficulty 6). The sticky coating lasts for one hour per success, and it cannot be washed off during that time. The difficulty of all rolls pertaining to the victim's observation, concentration and social interaction are increased by two. You may impose additional penalties as the situation warrants.

INFLECT MALFUNCTION

Hunters believe it tragic luck that equipment breaks down when dealing with werewolves. Some werewolves, regardless of form, can cause man-made items to malfunction with just a look. Guns jam, cars won't start, telephones lose dial tones and computers crash. The effect is temporary, but strategic timing makes this spell a dangerous one.

System: Spend one Rage point and roll Manipulation + Crafts, Computer or Technology. The difficulty depends on the complexity of the machine targeted. Crashing a computer requires a difficulty of 4; phones, new cars and most security systems require a 6; old cars and simple power tools require an 8. Even very simple devices such as knives, pulleys and bicycles can be affected, albeit at difficulty 10. The intended device stops working for one turn per success achieved.

IRONSKIN

This spell increases a werewolf's resilience beyond even his normal astonishing levels, deflecting weapon blows with bare skin and even resisting silver and fire to a limited extent.

System: Spend one Rage point and roll Stamina + Survival (difficulty 6). Add one die to soak rolls for each success achieved.

These extra dice alone (Stamina is not added) can be used to soak damage from even fire and silver. This remarkable resilience persists for the remainder of the scene.

KILLER CLAWS

The werewolf makes itself even more dangerous by sharpening its claws on a hard surface before engaging in combat, using some ancient feral technique.

System: Spend one Rage point. The monster must sharpen its claws on a hard, rough surface (concrete, stone, asphalt) for a turn. The sharpened claws do an extra die of lethal damage for the rest of the scene.

OPEN

A werewolf can open a jar, door, safe or any other kind of closed or sealed item with but a touch.

System: Spend one Rage point and roll Willpower (difficulty 6). Complex systems require an increasing number of successes. A wedged door can be opened with one success, but a sealed bank vault requires at least four.

PERFECT CRIME

Werewolves are not only dangerous warriors but cunning thieves, as well. This spell allows a werewolf to steal something from a victim and cause him to forget he ever possessed it.

System: Spend two Rage points and roll Wits + Stealth at a difficulty equal to the target's Perception +3. One or two successes mean the item is not taken, but the target doesn't notice the attempt. Three or more successes indicate that the item is stolen successfully and its former owner doesn't remember it was ever hers.

Hunters with active Conviction are immune to this effect, although a hunter with defenses down doesn't suddenly remember an item when Conviction is spent later.

PERSUASION

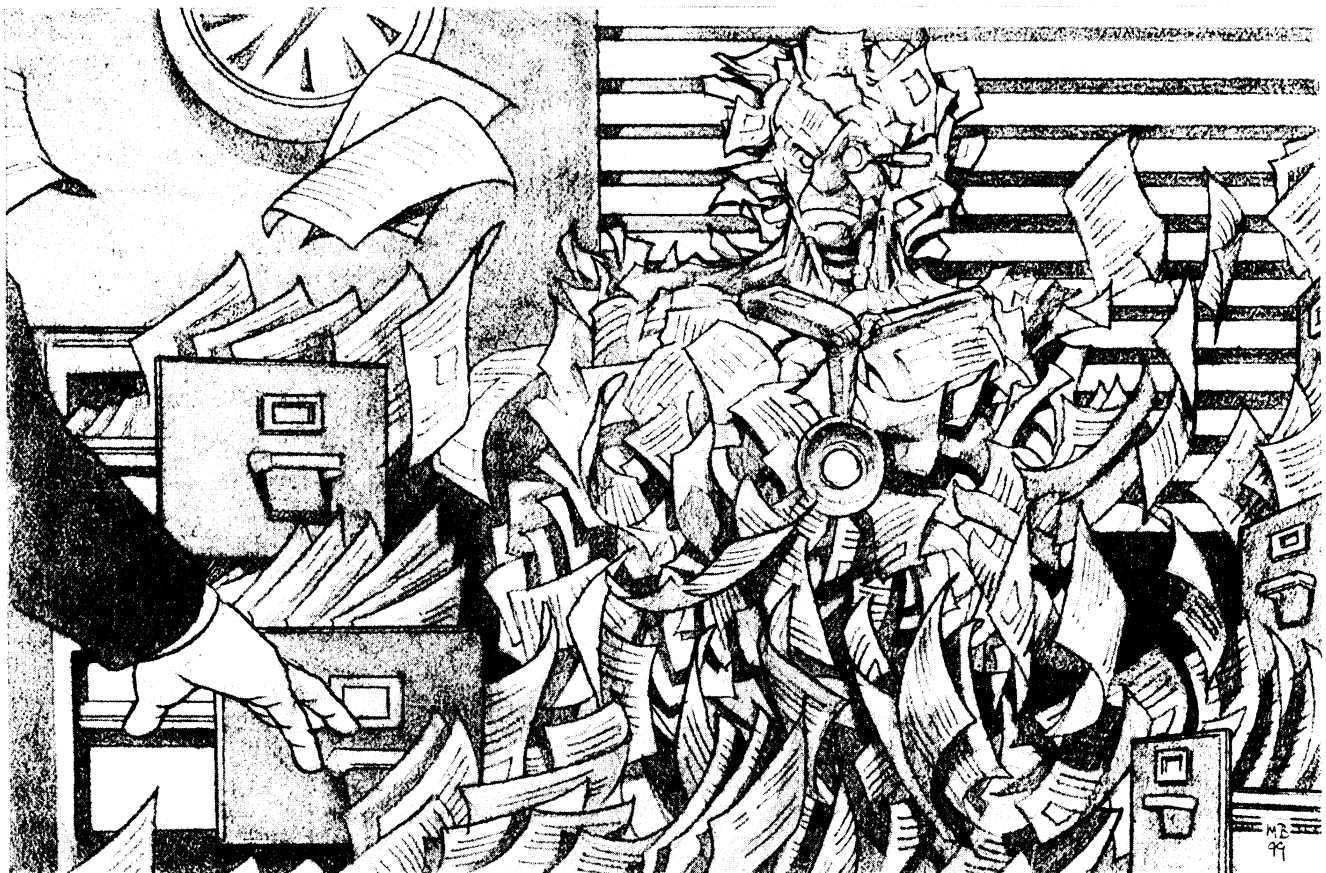
A werewolf invests his words with a ring of magical credibility. Those he deals with give him the benefit of the doubt and want subconsciously to agree with him.

System: Spend one Rage point and roll Charisma + Subterfuge (difficulty 6). Each success reduces the difficulties of the werewolf's Social rolls by one for the remainder of the scene. Since this power affects the creature's social skills and not the minds of his associates, Conviction provides no protection.

SOOTHING WORDS

By modifying the inflection and tone of her statements, a werewolf grants her voice a calm hypnotic quality that holds listeners spellbound, unable to do anything but hang on her words.

System: Spend one Rage point and roll Charisma + Performance (difficulty equal to the victim's Willpower). Spellbound targets are mesmerized, and they can do nothing but listen for a number of minutes equal to the number of successes achieved. However, a listener can spend a Willpower point for each turn that she wants to act freely. Hunters with active Conviction are not affected by this power. Players of those affected when defenses are down must spend Willpower before they can spend Conviction during a speech.



STAREDOWN

Extended direct eye contact is a sign of aggression in the animal kingdom. Werewolves bring this intimidation to bear on humans. The shapechanger glares into a subject's eyes, causing her to flee in abject terror.

System: Spend one Rage point and roll Charisma + Intimidation (difficulty equals the target's Willpower). The number of successes achieved is the number of turns the victim runs away at top speed. The victim flees for the duration of the remaining scene if more than five successes are achieved. Hunters with active Conviction are immune to this power. Conviction cannot be spent while a defenseless hunter flees.

STENCH

Some werewolves can amplify their natural odor beyond what normal people can stomach. They become so rank that those around them gag, and those affected must make an effort to refrain from vomiting.

System: Spend one Rage point. Those within 20 feet (10 if upwind or 30 if downwind) are so nauseated that they lose two dice from all dice pools for the rest of the scene or for the time spent in the area, unless a Willpower point is spent for a turn's action. The werewolf cannot partake in any (non-Intimidation) Social interaction during that time.

THROW

Some werewolves have what appears to be an immensely powerful martial arts technique that sends an opponent sprawling with the slightest touch.

System: Spend one Rage point and roll Dexterity + Medicine at a difficulty equal to the target's Stamina + Athletics. One success sends the target to the ground. Four or more successes also cause a level of bashing damage if the victim lands on a hard surface. A victim must spend an action to get back to his feet.

TRASH MAGNET

The urban werewolf uses whatever weapons are at hand, including garbage. This spell draws garbage to the creature's enemy and covers her with it, causing distraction, annoyance and irritation. Powerful werewolves are capable of empowering enough garbage to immobilize a target completely.

System: Spend one Rage point and roll Charisma + Streetwise (difficulty 7). Depending on the cleanliness of the surroundings, the difficulty can be increased or decreased by as much as three. Each success decreases the victim's dice pools by one. One success might cause a plastic bag to wrap around the target's face, while three cause newspapers to wrap around his legs and cans to hit him in the head. With five or more successes, the target is tripped or knocked down and immobilized at the center of a growing pile of milk cartons, plastic bags, faded magazines, lost socks and banana peels. The effect persists for one turn per success rolled.

TRUE FEAR

Werewolves can force their enemies into submission by browbeating them. In human form, the creature speaks a short intimidating sentence, while a wolf-man just growls.

System: Spend one Rage point and roll Strength + Intimidation (difficulty equal to the victim's Willpower).

Each success renders the target immobile with fear for one turn. While the target cannot attack, he can defend himself. Hunters with active Conviction are immune to this power. Those affected when their defenses are down cannot activate Conviction until the spell wears off.

VOCAL MIMIC

The werewolf can lure in its prey by mimicking voices or sounds she's heard and memorized. The creature can imitate any sort of noise that it has heard before, including voices, machines, animals or anything else you can think of. The werewolf can reiterate only what she has experienced. She cannot say new words, for example, although she is able to piece together words she has heard into fairly sophisticated, albeit somewhat choppy sentences. Ample eavesdropping before the fact makes this spell truly effective.

System: This effect requires no roll if the target has no reason to be suspicious of the sounds he hears. If the target is suspicious or if the voice mimicked belongs to someone very close to the target, roll the werewolf's Charisma + Performance at a difficulty equal to the subject's Intelligence +3. Success indicates that the target is convinced of the sound's authenticity. Conviction provides no protection against this spell.

UNCOMMON SPELLS**ANIMAL MAGNETISM**

Being part animal and part human, werewolves are capable of kindling an inexplicable animal attraction in others, luring even opponents to their side. The werewolf casting this spell makes eye contact with a subject and evokes feelings of intense desire and respect that eclipse all other thought.

System: Spend two Rage points and roll Appearance + Occult (difficulty equal to the victim's Willpower). One success makes an opponent hear the creature out. Three successes bring an opponent to the shapechanger's side. Five are required to make a person attack "former" allies. The effect lasts 10 minutes per success achieved, after which time, the victim's attraction to the werewolf fades, leaving him confused about his own motivations. Hunters with active Conviction are immune to this power. Those affected when their defenses are down are not inclined to activate Conviction for the duration of the spell.

BIG BAD WOLF

As if werewolves weren't terrifying enough, this spell lets them amplify their menace by orders of magnitude, appearing larger, drawing shadows around them and seeming more dangerous than ever.

System: Spend two Rage points and roll Manipulation + Intimidation (difficulty 7). Anyone who encounters the werewolf for the remainder of the scene must make a Willpower roll (difficulty 8), and gain at least as many successes as the creature did to resist. Those who are cowed cannot attack the werewolf, oppose her or even contradict her conversationally without spending a Willpower point. Hunters with Conviction active when contact is made are immune. Otherwise, a Willpower point must be spent to activate Conviction in the werewolf's presence.

BORROWED TIME

A werewolf using this power ignores the effects of what would otherwise have been a killing blow.

System: When struck by a fatal blow, the werewolf loses a point of *permanent* Rage and completely ignores the damage of that single attack. The creature appears dead for all intents and purposes, but he awakens a few hours later at its health level before the “final” attack. What occurs to the body in the meantime depends on the course of your story. If further harm is imminent, the werewolf may awaken earlier upon a successful Willpower roll (difficulty 6). Neither second sight nor perception edges offer any help recognizing that the shapechanger still lives.

COMBAT HEALING

Unlike their comrades, werewolves casting this spell don't need to “step out of combat” to heal their wounds. Wounds close up of their own accord, even as the monster continues fighting.

System: Spend three Rage points to heal up to three health levels of bashing or lethal damage automatically in the remainder of the scene, without spending an action or further Rage to do so.

MACHINE CONTROL

Some modern werewolves have learned to adapt technology to their uses. These individuals can take mental control of computers, cars and construction equipment.

System: Spend two Rage points and roll Manipulation + Science, Crafts, Computers or Technology at a difficulty you determine. The difficulty is generally 8, though it depends on the complexity of the machine and the werewolf's familiarity with it. Controlling a car requires a 7, but taking control of a nuclear-power reactor is 10, if it's even possible at all. Control persists one minute for each success rolled. The shapechanger must be within line of sight to the item to control it.

PARALYTIC STARE

By glaring at its target and bringing the full weight of its malice to bear on the mind of the subject, a werewolf can cause that person to become so terrified that she is paralyzed.

System: Spend two Rage points and roll Charisma + Intimidation (difficulty equal to the target's Willpower). The victim freezes in place for one turn per success. She cannot even defend herself. Hunters with active Conviction are immune to this power. Those affected when defenses are down may get to activate Conviction subsequently, after the expenditure of a Willpower point (your option).

QUILLS

A werewolf casting this spell transforms her fur into sharp quills like those of a porcupine, and she is able to cause damage to any creature she touches.

System: Spend two Rage points to make fur sharp for the remainder of the scene. Anyone with whom the werewolf makes aggressive contact suffers damage. If the werewolf is already making a brawling attack, the quills make the damage lethal automatically, and they add one die to the damage roll. An enemy hitting the werewolf with a punch, kick or other physical-contact attack suffers lethal damage equal to his own Strength. Quill-protection does not prevent a werewolf

from taking damage from an incoming brawl attack, though. Quills can be reverted whenever the werewolf chooses during the spell's duration.

SHATTER BONE

The werewolf is able to shatter bones by landing a blow at just the right angle, rendering the opponent easy prey.

System: Determine that an attack will involve this spell and spend three Rage points. You must target a body part, increasing the attack's difficulty. The attack must achieve three or more successes or the spell doesn't take effect and the Rage is wasted. (Only normal damage is done in the “failed” attack.) If enough successes are rolled, the targeted bone shatters, causing one level of lethal damage for each attack success rolled. No damage roll is required, although the victim may still soak if it can do so against lethal damage. Any side effects of this attack depend on the bone destroyed, as follows. No side effects occur if all damage from the attack is soaked.

Bone	Difficulty	Effect
Leg	+1	Cannot kick, run, walk or stand
Arm	+2	Cannot hold items or attack with broken limb
Rib	+2	Must roll Stamina (difficulty 6) to avoid puncturing a lung and falling unconscious
Skull	+3	Must roll Stamina (difficulty 6) to remain conscious
Spine	+4	Attacker must attack from behind. Target is paralyzed, temporarily or permanently

Sadistic werewolves break bone after bone and walk away without finishing the job.

SHOCKWAVE

Powerful werewolves can cause what sounds like thunder or a sonic boom just by clapping their hands. The force of this blow is like a small explosion, stunning everyone in the area.

System: Spend two Rage points. The werewolf claps his hands together in front of him. Those in a 10-foot radius must roll Stamina (difficulty 8) or be stunned and unable to act in the next turn. A werewolf must use this power in human, near-human or wolf-man form.

SLANDER

Some shapechangers can mark their enemies with the scent of deceit, causing even staunch supporters of the subject to lose confidence in him. No one trusts a word the victim says, believing him to be lying, deluded or stupid.

System: Spend two Rage points and roll Wits + Subterfuge (difficulty 6). Successes achieved equal the number of hours the effect lasts. Everything the target says in that period sounds like a blatant lie. While this spell can be cast on hunters who have active Conviction, other hunters with defenses up sense the ruse and put usual faith in the victim thereafter.

RARE SPELLS**BLACK COCOON**

In extremely adverse situations, some werewolves can protect themselves by exuding a thick black carapace that surrounds them. This chitinous shell puts the werewolf in a kind of stasis, protecting him from silver, starvation, gas,

gunfire, poisons, caustic substances small explosions and even radiation.

System: Spend three Rage points. It takes one hour for the shell to exude and harden. The cocoon absorbs health levels of damage, whether bashing, lethal or aggravated, equal to the werewolf's Stamina + Willpower every turn. Any more damage than that shatters the shell. The shell lasts up to the werewolf's Rage rating in weeks before peeling away, although the shapechanger can dissolve it at any time.

DEVOLVE

The werewolf can induce a bestial state resembling his own in a target, destroying higher thinking and reasoning capability with but a look. This spell is terrible, both in its effects and its cost to the werewolf.

System: Roll Wits + Empathy at a difficulty equal to the target's Willpower. The werewolf destroys as many of the victim's Intelligence points as successes are achieved on the roll. However, one point of *permanent* Rage must be spent for each Intelligence point negated. Intelligence is lost permanently. With five successes and the expenditure of five permanent Rage points, a werewolf can turn even a brilliant and rational enemy (5 Intelligence) into a snarling idiot. Not all roll successes must be matched with Rage points to eliminate Intelligence. You may roll four successes, but you could spend only two Rage to destroy two Intelligence.

Hunters with active Conviction are immune to this power. A hunter affected when his defenses are down regains lost Intelligence through the expenditure of experience points only.

DOPPELGANGER

This spell expands the range of forms a shapeshifter may assume, specifically allowing her to mimic the looks, body shape, gestures, voice and speech patterns of a specific individual.

System: Spend three Rage points and roll Charisma + Performance (difficulty 8). Each success allows the monster to maintain the new persona for up to one day. The werewolf must have spent time with a subject to imitate him perfectly, otherwise, it can duplicate only looks. Persons close to the individual being mimicked can detect the impostor on a Wits + Investigation (difficulty 8).

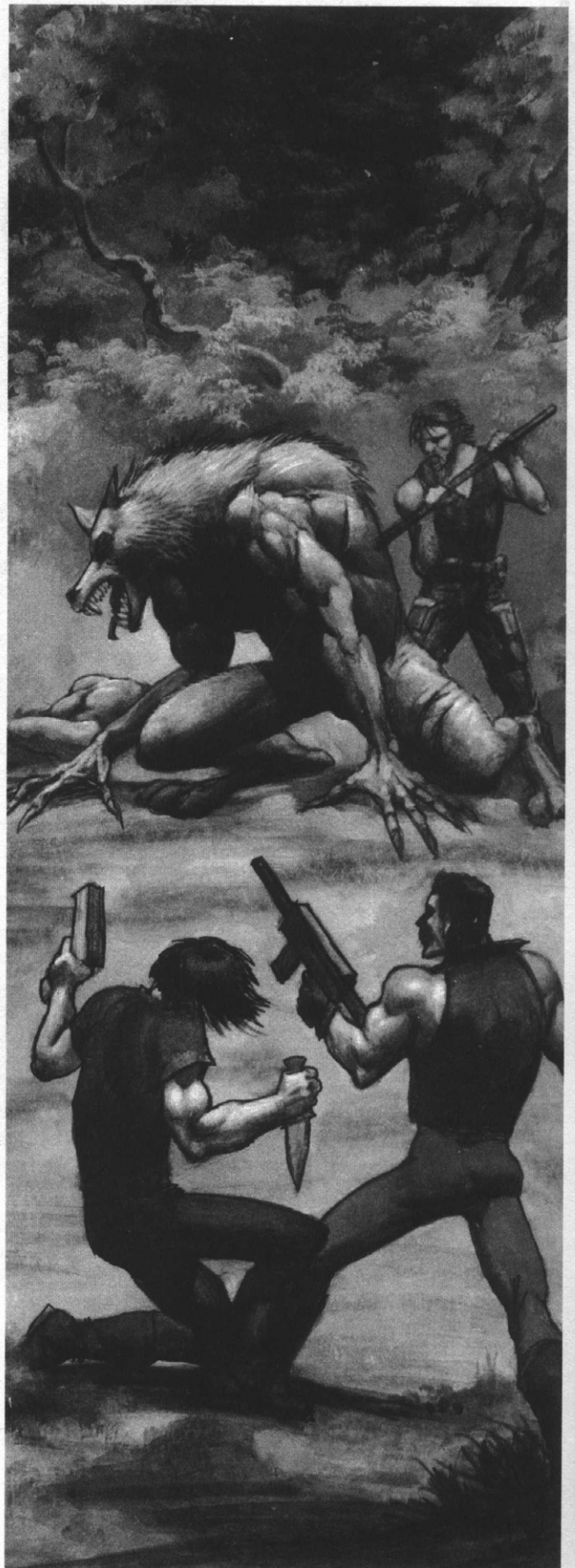
Hunters' second sight suggests that something is wrong with a "person," while Discern, Witness and Illuminate reveal a doppelganger as a werewolf.

HYPERBLEEDING

A werewolf casting this spell prevents wounds — probably those she inflicts — from clotting, allowing the blood of a subject to flow freely.

System: Spend three Rage points and roll Strength + Medicine at a difficulty equal to the victim's Stamina + 3. If successful, the victim bleeds profusely, losing one health level of bashing damage per turn per success rolled. The victim continues bleeding for one scene or until dead, whichever comes first. First aid or professional help may staunch blood flow; make an Intelligence + Medicine roll (difficulty 8). For each success scored, one of the werewolf's successes is negated. Thus, blood may flow more slowly, or it may be stopped altogether.

Hunters are subject to this power, despite active Conviction.



INFEST

Using her bond with nature to communicate with lesser creatures, the werewolf summons a swarm of vermin (termites, rats, wasps, snakes, lice, spiders, pigeons, bats) to take up residence in the area of her choice (no larger than a large warehouse). The creatures do what they do best: termites eat wood, spiders and bats eat insects and make squeamish people nervous, rats chew holes, flies annoy. The creatures do not attack, but they are troublesome. An infestation of wasps, carpenter ants or termites can also have impact on the structural integrity of a building.

System: Spend two Rage points and roll Manipulation + Animal Ken (difficulty 7). Successes determine the size of the swarm. Even one success causes a severe infestation, while five have nightmarish results, covering all available surfaces with a layer of flies two inches deep, or creating a swarm of rats so thick that walking is impossible. The infestation persists one day for each success rolled, although the summoner can dispel it at any time.

LOCKJAW

The werewolf clamps her jaws on anything she bites successfully, making it virtually impossible to break her hold until she dies and her body rots away or she is destroyed utterly.

System: Decide that this spell will be cast as a reflexive action in advance of a bite attack. If the bite succeeds,

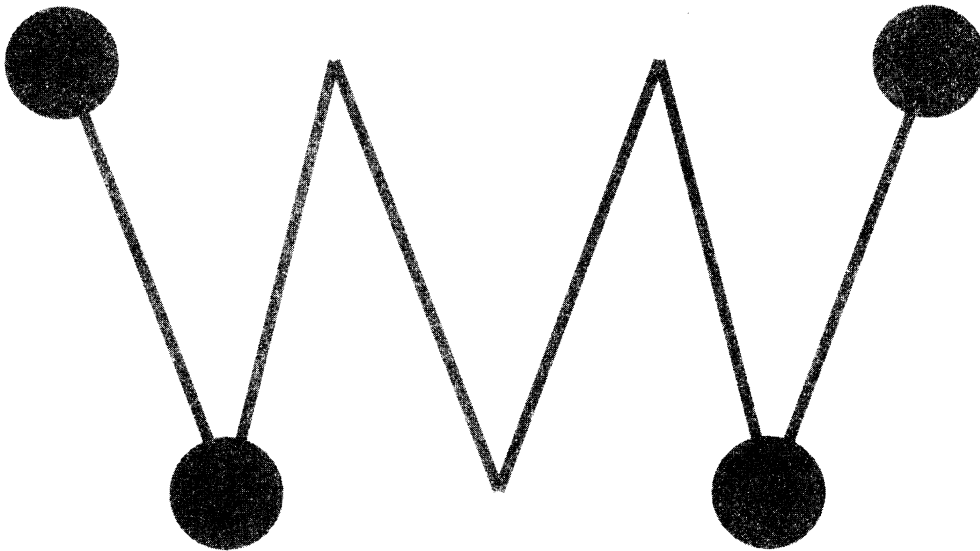
determine damage normally and spend three Rage points to make the hold unbreakable. Every turn thereafter, the werewolf inflicts Strength +1 lethal damage, automatically. This damage can be soaked if such is possible for the victim. Make a resisted Strength roll if the victim tries to tear away. Add half the werewolf's Willpower, rounded up, to its dice pool. Even if the victim does escape, he suffers another level of lethal damage automatically for losing so much flesh. Unless the werewolf's jaw is locked on the victim's throat, damage taken from tearing away counts toward a severed a limb or missing flesh. Attempts to lock jaws on the throat are at +3 difficulty, and an escaping victim loses his head — literally.

The werewolf may release its hold whenever it chooses.

WITHER LIMB

The werewolf either touches or spits on a subject's arm or leg that he wants to affect. The limb in question shrivels to an atrophied husk, permanently.

System: Spend four Rage points and roll Willpower at a difficulty equal to the victim's Stamina +4. One success shrivels a hand or foot. Two successes shrivel the limb up to the elbow or knee, while three take an arm up to the shoulder or a leg up to the hip. Losses are permanent. A character without part of or a whole arm loses two Dexterity, three if it was his dominant arm. A victim without part of or all of a leg is unable to stand or walk without assistance.





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99

CHAPTER 4: WITCHES, WIZARDS AND WARLOCKS

Thou shalt not suffer a witch to live.
— Exodus 22:18

Magic is real.

Accepting that fact isn't much of a stretch for most hunters, given what they see every day and night. And yet, it can be disturbing as hell to learn that those weird kids dressed in black on the corner really *have* been consorting with demons, or to find out that dear old Grammy Duncan occasionally torments greedy or deceitful politicians with hexes.

Magical practices are almost as varied as their practitioners. Goddess-worshipping priestesses, bookish scholars, dangerously enlightened street punks, nutcase scientists, spiritual martial-arts instructors and grizzled church patriarchs have all been caught using magic. Sometimes magicians put that power to good use by healing the sick, nurturing the young or protecting a benevolent spirit. Other times, they use the power in a dark fashion, summoning demons, reanimating corpses or cursing competitors. Wise hunters withhold judgment on witches and sorcerers until they know how these beings use their powers, and just how vast those powers are. One rash Avenger with a knee-jerk hatred of warlocks can drag an entire group of imbued into a situation from which none may emerge.

The problem with magic is that it's so damn flexible. A truly powerful witch is likely able to do anything she can conceive of if such a thing falls within her field of mystical understanding. A werewolf's speed and fury pale in comparison to the power of a witch who can read a hunter's mind,

reduce his actions to slow motion, burn the clothes off his body, turn him into a mouse and levitate him around the room to give her cat much-needed exercise. Luckily for hunters, even wizards have their limits.

Performing magic is relatively straightforward. The warlock has a pool of up to 15 points of "Quintessence," the primal energy of magic. Warlocks fuel their magic with Quintessence, not Willpower as detailed in **Hunter's** Enemy chapter. Warlocks still possess Willpower, though, and they use it in the ways detailed elsewhere in the **Hunter** rules. Warlocks have Willpower ratings anywhere from 7 to 10.

You conjure any sort of magical effect by spending one Quintessence point and rolling the warlock's mastery of the type of magic performed. One success indicates a weak effect, three successes indicate a potent one, and five successes indicate a spectacularly powerful effect. You can spend more than one Quintessence point if a spell is truly powerful or demanding.

There are seven magical arts: Elements, Fortune, Foundation, Secrets of the Body, Secrets of the Mind, Spacetime and Spiritualism. Each is rated one to 10. Wizards have a dice pool equal to their rating in a particular art. A wizard may have only a passing knowledge of Secrets of the Body (rating 2), but a lethal proficiency in Elements (rating 7). The first five levels of each mystic art have progressively more powerful effects in the physical

world. After the fifth level, a wizard may continue to grow more powerful (i.e., add dice to his pool), but the changes undergone at that point are based on esoteric philosophy and understanding of the art, not obvious gains in temporal power. Therefore, a witch with Elements 5 is capable of extremely powerful magic (conjuring an enormous firestorm, for example), but she may need to perform more formal rituals to access those heights of her art. A witch with Elements 10 isn't capable of any greater effects, but she's able to pull them off more easily because of her broader understanding. She's less likely to need to resort to trappings such as rituals, as well.

Sorcerers tend to have different art specialties. A warlock who can turn a woman into a bird might not be able to see ghosts or read minds. Then again, he might be. A relatively weak or novice wizard has three points to spend among the seven arts. A capable wizard has five to seven points. A potent one has 10 or more. Assign these points as you like to create the hunter opponent you need for your story. A wizard with a rating of 1 in an art isn't much of a threat to an imbued, while a rating of 3 is dangerous, and a warlock with a 6 is probably lethal for all but the most fierce hunter groups. Hunters have encountered very few witches with mastery ratings over 5, but such beings do exist. At those levels of power, the witch has enough understanding of the world and its phenomena to avoid encounters with anyone she doesn't want to meet.

Witches regain Quintessence in various ways, including tapping into energy sources in nature, stealing it from other creatures and objects, and meditating. Assume that an average wizard can regain three to five Quintessence a night.

ESCAPING THE MIND'S EYE

Witches dedicate their lives, bodies and minds to mastering supernatural energies. As a result, they exist in part beyond the physical realm. Therefore, it is difficult for material reality to pinpoint them. People tend to not notice them, their faces do not make much of an impression, cameras tend to malfunction in their presence, and computer files about them become corrupted. Wizards aren't invisible (unless they use their arts to become so), and this tendency doesn't necessarily allow them to disappear from combat, but it does make them elusive for those who would try to find or record them. Subtract a wizard's highest art rating (up to a limit of five) from the dice pools of those trying to trace, track, investigate, find or stalk him, while adding the same number of dice to the wizard's Stealth attempts. Art ratings over 5 simply modify all such attempts by five dice.

However, this tendency does not affect hunters with active Conviction. Their dice pools to track or locate a wizard are not reduced, although they might have trouble remembering what a target looked like, for example, in scenes where Conviction is not active.

Witches' otherworldly existence is the complete counterpoint to the imbuing. Witches or people who possess magical powers — even minor ones — are never chosen by the Heralds to become hunters.

MAGIC SPELLS

The following are descriptions of the spells available to witches and warlocks of various potency. These examples are simply the most obvious effects that can be performed, the tip of the iceberg to help you gauge a sorcerer's capabilities. Brewing a love potion isn't listed here, but you could use the spell descriptions provided to determine if such a feat is possible for a witch with only Secrets of the Mind 2 or Elements 2 (or perhaps by using those arts in conjunction).

The difficulties of art rolls tend to be based on the number of people or the area affected by a spell. A spell affecting the wizard himself, his immediate vicinity or another person remains at a difficulty of 6. A handful of people or an area yards in diameter is difficulty 7. A crowd or city block incurs an 8. Effects that touch large masses and cities require difficulties of 9 or 10.

Magic spells last only briefly, with the exception of works by very powerful witches and warlocks. The duration of a spell depends on the number of successes gained.

Successes	Duration
1	One turn
2	One hour/scene
3	One day
4	One month/story
5	Six months
6+	Likely permanent

The following arts are rated one to five. Wizards with higher ratings cannot necessarily perform more potent feats, they simply get more dice to accomplish them. If you want to expand sorcerous capabilities further, see **Mage: The Ascension**.

ELEMENTS

Elementalists control objects in the world and the energies that act on them. Materials, energy, weather, light and temperature can all be manipulated in accordance with a wizard's will.

Elements 1 grants a mystic understanding of the building blocks of the universe. The wizard can see radio waves or the flow of electricity through a building, discern the exact composition of any material and detect flaws in objects.

Elements 2 allows a wizard to alter the flow of energy around and through items. He can levitate objects, walk on water, channel light through himself to become invisible and turn lead into gold. Elements can be changed or channeled only. Wholesale creation or destruction is still outside the wizard's power at this stage.

Elements 3 allows a wizard to strike enemies with lightning bolts, pull all heat from the air around them, and change one form of energy into another (light into kinetic energy or sound into shadow, for example). Material objects can be pulled out of thin air, shaped or dissolved into nothingness.

Elements 4 allows a witch to create complex substances like food, magical potions or wood. Likewise, one complex item can be transformed into another: a bicycle into a stereo or a bar of soap into a silk scarf. For more energetic purposes, a witch can cause large buildings to spontaneously combust, she can summon large storms, or she can freeze (or evaporate) entire lakes.

POWER, SPEED & ENDURANCE

POWER

A warlock can increase his own might upon attaining Secrets of the Body 3.

System: Spend a Quintessence point and roll Secrets of the Body (difficulty 6). Each success adds one Strength point for a duration indicated by the total successes rolled.

SPEED

A wizard with the capacity to manipulate Spacetime can step out of time's flow to move and act more quickly, at least to human eyes.

System: Spend a Quintessence point. For each point of Spacetime a wizard possesses, he can take an extra action in a turn by speeding time up for himself. Each action must be dedicated to one feat only. Multiple feats — casting a spell *and* operating a computer, for example — cannot be performed in the same action.

Sorcerers not wanting to deal with Spacetime (or those with no comprehension of that art) may increase their Dexterity. Spend one Quintessence point and roll the wizard's highest art rating (difficulty 6). Each success adds one Dexterity point for a duration indicated by the total successes rolled.

ENDURANCE

A warlock with a rating of 3 or more in Secrets of the Body can make himself inhumanly tough.

System: Spend one Quintessence point and roll Secrets of the Body (difficulty 6). Each success adds one Stamina point for a duration indicated by the total successes rolled.

Any wizard can also use Quintessence to heal his own injuries. One Quintessence recovers one health level, whether bashing or lethal. It takes an action to heal a level. Healing might even be applied to others.

In general, wizards are treated as humans. They have seven health levels, they cannot soak lethal damage (unless you decide otherwise), and they are subject to all wound penalties.

Elements 5 allows a sorcerer to tear mountains from their roots, generate earthquakes, create (as oppose to summon) large storms, and generally wreak havoc.

FORTUNE

By far the most common specialty among witches, Fortune encompasses divination, luck, chance, decay and happenstance.

Fortune 1 allows a witch to make vague predictions about the future, sense enemies' weaknesses (thereby doing more damage with attacks) and spot decay in persons and objects.

Fortune 2 allows a witch to push fate into accordance with her will in small ways.

Fortune 3 arms a witch with the capability to cause "freak occurrences." Unlikely chains of events come to pass when witches manipulate Fortune in this way. Strange accidents plague enemies, guns jam, cars don't start, a security system just happens to go down when it suits the witch's needs.

Fortune 4 allows a witch to curse her enemies. Her victims may simply be unlucky in love for the rest of their lives, tragedy may haunt them, or they may sicken and die. Each success inflicts a level of lethal damage, suffered over time. On the other hand, good witches can bless their friends and loved ones with happiness, health and luck in all endeavors (in the form of one extra die per success on a Fortune roll).

Fortune 5 allows a witch to curse not only a victim, but that person's friends, family and offspring. The victim's mind may begin wandering in such a way that no logical thought is possible, or he may shred his belief systems with but a word. (Bear in mind, however, that active Conviction makes hunters immune to such efforts in the scenes in which these curses are invoked.)

FOUNDATION

Foundation is a form of occult knowledge and power that few hunters grasp, but the sorcerers and witches willing to discuss their practice with the imbued swear it exists. Most study of Foundation is so academic and esoteric that it has no bearing on hunters' lives. In theory, it is the control of the foundations of reality. Whether it is or isn't, this magical art is the only one capable of affecting a hunter's Conviction and her use of edges directly, so hunters take it very seriously.

Foundation 1 allows a sorcerer to sense the flow of mystical energies through the universe. It also allows him to detect hunters almost effortlessly by revealing the golden glow of their Conviction. The smoke streamer created by the Trail edge can be perceived by these sorcerers, though they can do nothing about it.

Foundation 2 allows for primarily academic activities, at least from a hunter's perspective. Sorcerers talk about "Platonic ideals" and "perfect instantiations," but that doesn't mean much to imbued who work on high steel or in the typing pool.

Foundation 3 inspires fear in hunters. A sorcerer can drain a hunter of her Conviction at a rate of one point per magical success. (If Conviction is active as a defense when this spell is used, the hunter is immune.) However, a hunter who has lost her last Conviction point could — in theory — turn to a friendly or mercenary sorcerer to regain her enthusiasm for the hunt and be being artificially "jump-started." The effect requires the hunter to undergo a very intimate ritual, and it awards one Conviction point for each success that the sorcerer gains, up to the hunter's starting Conviction (as determined by creed). Ghosts, vampires, and other creatures of the night can also be drained of (or fed with) their own respective energy sources in this manner.

Sorcerers who have reached this level of mastery are also capable of counteracting a number of hunter edges by draining the power from them. These edges include Trail and Brand.

Foundation 4 allows a wizard to "unmake" reality, bit by bit. The sorcerer can simply drain the reality from objects and make them fade from existence with but a thought. Each success inflicts the equivalent of one level of

damage on an item. The number of successes required varies. A delicate necklace might have two "health levels," while a car could have 10.

A warlock with this level of mastery can suspend a hunter's connection to the Messengers, preventing her from using edges. (Active Conviction makes a hunter immune to this effect if it's attempted in the same scene.) Spend a point of Quintessence and roll Foundation (difficulty 8). If successes equal or exceed the hunter's primary Virtue rating, the imbued is unable to use edges for the remainder of the scene (although Conviction can still be spent for second sight and subsequent protection).

Foundation 5 allows a wizard to suck the very "reality" from a hunter or other living target. Each success on the roll (difficulty 8), inflicts a health level of lethal damage, causing the person to fade from reality somewhat. If the target takes enough damage to kill her, she simply fades out of existence completely, as though she'd never been. Damage inflicted in this way heals as per normal lethal damage, and the target becomes more substantial with each health level recovered. A hunter with Conviction active when this spell is cast is immune to the effect. Activating Conviction after being affected by this power prevents the hunter from fading further, but health levels suffered thus far must still be healed normally.

SECRETS OF THE BODY

A witch using Secrets of the Body can influence and cause damage to the form of her target directly.

Secrets of the Body 1 allows a witch to sense living creatures nearby, even microscopic ones. She can also discern the age, sex and overall health of a creature.

Secrets of the Body 2 allows a witch to manipulate simple life forms. Plants can be made to drink blood, fish can be made to breathe air, and rats can be given eight legs. The witch is also capable of healing damage to her body very quickly (two health levels per Quintessence point spent).

Secrets of the Body 3 allows a witch to perform such feats as healing, harming others and creating simple life forms (e.g., lizards, insects, fish) from nothing. She can give herself wings, gills, claws or a venomous bite, or transform lesser animals (fish into mice, for example). Damage can be inflicted upon targets magically at a rate of one health level per success rolled, either lethal or bashing depending on the witch's intent.

Secrets of the Body 4 allows a witch to modify the bodies of others in radical ways. Faces can be wiped away with the brush of a hand, horses can grow wings, and bones can be turned to jelly. More impressive, the witch can change her own shape radically, to mimic another's appearance or to take an animal's shape.

Secrets of the Body 5 grants mastery over life itself. The witch may be virtually immortal, and he could perhaps bestow the same gift (or curse) upon another.

SECRETS OF THE MIND

Warlocks use Secrets of the Mind to gather information, communicate telepathically, enter dreams and charm



even their foes. Only the greatest adepts of this art (those on the fourth step or higher) can use it to inflict damage.

Warlocks who study this art can evoke all manner of emotional, cognitive and behavioral effects in their targets. They can cause a target to fall in love, have nightmares, fall into a deep sleep while behind the wheel or completely forget the existence of the number five. The effects of this art can be truly devastating if the warlock is angry, or truly miraculous if he is benevolent. Hunters with active Conviction are immune to the mental manipulations of warlocks using this art. However, hunters affected by mental magic while Conviction is inactive must activate it in every scene thereafter if they want to ignore the effects of a spell.

Secrets of the Mind 1 makes a warlock capable of sensing nearby minds, thinking about several different things at once and protecting himself from mental attacks (e.g., Insinuate or the like). A resisted roll between the warlock and his mental attacker is usually required to determine if an effort affects the wizard.

Secrets of the Mind 2 allows a warlock to eavesdrop on the thoughts of others, plant simple urges into target minds and bury subliminal impulses in a subject's thoughts.

Secrets of the Mind 3 affords a warlock further access to the minds of others. He can establish mental contact between himself and as many minds as successes rolled, rummage through the deepest thoughts of another mind, invade a victim's dreams (or just impose nightmares) and create sensory hallucinations.

Secrets of the Mind 4 makes a warlock able to take complete control of another mind; edit another's memories; cause delusions, addictions or obsessions; impose forms of insanity in a target; or to leave his body briefly and roam the world in astral form, like a ghost.

At this stage, a warlock can inflict mental anguish upon a target, even a hunter with active Conviction. Damage equals one health level per success rolled. Damage can be bashing or lethal, depending on the warlock's intent.

Secrets of the Mind 5 allows a warlock to rewrite another's personality completely, travel astrally for days on end, swap minds between bodies and create new intelligences.

SPACETIME

Wizards specializing in the study of Spacetime can treat distance and (to a lesser degree) time as variables to be collapsed, traversed, folded or ignored.

Spacetime 1 allows a wizard to extend all of his senses out in four dimensions. One success might allow him to scan a 10-foot radius around him (or perhaps 10 minutes, past or future). Five successes allow him to sense an entire city or one place for a year, backward or forward. The wizard also knows his exact location in space and time at any given moment.

Spacetime 2 grants the capability to peer through space and time, spying on opponents through mirrors, scrying pools, drug-induced visions and the like. Small items can also be conjured "from nowhere," rabbits can be pulled from hats, and weapons can be brought to hand with a thought. Wizards at this level of understanding can also thicken the walls of reality around them to prevent others from spying on them from other times and places. Each success gained

on a "scrying-prevention" roll increases the difficulty for an opponent to use scrying techniques, including Delve.

Spacetime 3 makes for truly powerful sorcery. Time can be slowed or hastened in small fields, and the wizard is capable of teleportation, tracking prey flawlessly and acts of telekinesis, including flight.

Spacetime 4 allows a wizard to exist in multiple places at once, teleport others and freeze time in small areas (e.g., around a speeding bullet, thereby stopping it in mid-air).

Spacetime 5 allows a wizard to shrink himself or others, travel forward in time, shrink or expand space extensively, and even step outside the time stream.

SPIRITUALISM

Witches are known for trafficking with beings from other places. Sometimes they interact with ghosts. Sometimes they deal with beings best termed angels or demons. Whatever the nature of these creatures, witches who use this art can speak (and bargain with) things better left alone. The witch may appear harmless to a seasoned hunter, but her allies—in the form of demons, familiars, spirits or ghosts—can cull the stupid from hunters' ranks.

Spiritualism 1 allows a witch to perceive spirits around her. This level grants her the power to detect the possessed, recognize haunted places and perceive the influence of spirits. This step also allows a witch to perceive hunters for what they are, as well as to detect the smoke created by Trail.

Spiritualism 2 allows a witch to talk to spirits or touch them briefly. Mercenary witches extort enormous amounts of money from clients to perform seances that allow them to speak to or for the dead.

Spiritualism 3 allows a witch to enter the spirit world bodily. This technique offers one of the most effective escapes a witch can make, as hunters are barred from the other realms (although some edges can affect such a witch as they might ghosts). More dangerously, the witch can awaken the spirits of inanimate objects and have them do her bidding. Alternatively, she can simply call malevolent spirits to attack her enemies. Such spirits aren't exactly ghosts—they may resemble just about anything. The damage they do, however, is lethal, and this capability alone ranks high on the list of reasons to not anger witches.

Spiritualism 4 enables a witch to pull others into the spirit world or to simply banish them there. (Hunters are immune to this effect. They seem to be "stuck" in the real world by their very nature.) The witch can bind spirits into objects and use their magic to further her own ends. Alternatively, she can channel a spirit through herself, using its powers, speaking with its voice and adding its physical might to her own. This level of mastery is also the one at which a wizard gains the capacity to perform exorcisms (or banishings, in the case of locales), a power many hunters envy and may have need of at some point during their careers. At this level of study, certain witches who follow the dark ways of necromantic magic are able to raise and command zombies.

Hunters have no idea what witches can accomplish at Spiritualism 5, but such powers are certain to be exceedingly dangerous. One report by a former hunter claims that an amazingly powerful Kenyan witch doctor severed his connection to the Messengers and completely (and apparently permanently) purged him of all of his Conviction and edges.



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99

CHAPTER 5: NIGHTMARES

Everywhere I look there's a devil waiting.
— Beck, "Devil's Haircut"

Here's the hunter theory: Sometimes a good imagination can go bad and people's dream worlds can take on a life of their own. When those dream worlds are twisted and violent, bad things happen to the real world and to the dreamer. This person's dreams transform him into a living nightmare — a goblin or troll of imagination. Nightmares are actually thought to be evil spirits that invade a person and breathe life into his dreams. Regardless of what these monsters really are, hunters know them to be dangerous.

Nightmares seem to feed off of other people's creativity, eventually stealing inspiration and reducing their victims to uninspired dullards. The creativity they steal is called Glamour, which fuels nightmares' strange magic.

NIGHTMARE FORMS

If a hunter ever defeats one of these abominations, killing the nightmare has the regrettable effect of killing the "host," leaving a human corpse behind. Obviously, this fact raises the same moral issues as killing a human possessed by a ghost. The nightmare controlling a victim may be a twisted horror preying on mankind, but the host is just an innocent pawn. No hunter has figured out how to kill a possessing nightmare without killing its defenseless host.

Goblins and trolls — nightmares' common forms — appear to second sight as horrific images superimposed over normal human forms. That is, unless they manifest — to literally subsume a host's form into their own as they become physical beings. Manifesting costs one Glamour point and an

action. Nightmares fuel their magic with Glamour, not Willpower as detailed in **Hunter's** Enemy chapter. (Nightmares still possess Willpower, though, and they may use it in the ways detailed elsewhere in the **Hunter** rules.) Nightmares tend to have Willpower ratings from 4 to 10. The creatures have from six to 12 points of Glamour, depending on age and experience.

When they manifest, revealing their true selves, goblins tend to be built like fireplugs, with mottled, rubbery skin and bloodshot eyes. Their enormous toothy mouths are disconcerting, to say the least, particularly after a hunter witnesses what a goblin can do with his jaws. There is very little those teeth cannot bite through. While goblins prefer fresh meat, there's nothing goblins won't (or can't) devour — manhole covers, two-by-fours, car engines, limbs and guns.

When a goblin tries to bite an opponent, roll Dexterity + Brawl (difficulty 6). Such a bite does Strength +2 lethal damage. Severing a limb is difficulty 8. Five successes are required in one bite to do so. If the roll succeeds, the goblin bites off the limb and swallows it, inflicting the rolled damage, plus three additional lethal levels. Assign penalties to the victim according to the limb that's lost.

Goblins are even more dangerous because of the fact that they tend to travel in packs. While a group of hunters probably won't have problems subduing a single goblin, a pack of the same becomes a much more deadly challenge.

Goblin social skills are possibly the most repulsive things about them. They inevitably have foul breath, oily skin and

cruel intentions. They're also obnoxious and terrifying bullies. Goblins make their Intimidation efforts at -1 difficulty. Hunters can resist by either rolling Willpower (difficulty equal to the goblin's Willpower) and getting more successes, or by having Conviction active.

When trolls reveal their true selves, they appear to be blue, horned, muscular and around eight feet tall. They aren't quite the horrors that goblins are, but they don't hesitate to flatten a hunter who pisses them off. The most dangerous thing about trolls is their immense strength and resilience.

When nightmares emerge from their fantasy world and enter ours, they sometimes bring weapons and simple tools with them, too. There is no special Glamour cost for bringing over a simple object that can be held in hand, such as a melee weapon. Complex machines, other creatures and very large objects (beyond what can be held or carried) cannot be introduced to the real world. Treat manifested weapons like their mundane counterparts.

NIGHTMARE HEALTH

A nightmare hiding within a human form cannot be harmed by mundane weapons — like guns or knives — or by edges, without harming the host as well. Not even edges that affect ghosts can harm a hiding nightmare without harming its "ride." It seems that the two are so tightly conjoined that they're virtually one and the same. All normal **Hunter** rules apply to hosts — they cannot soak lethal damage, and all wound penalties apply.

When nightmare forms manifest in the physical world, goblin health levels remain at seven. Trolls have nine. All wound penalties apply normally (trolls' two extra levels are assumed to be "Bruised"). However, manifested nightmares can soak bashing and lethal damage. Mark health levels lost to such attacks with a "/" on the Health chart, and apply the healing rates for bashing damage.

Although it's little known (Intelligence + Occult, Academics or Research at a difficulty of 8), nightmares are highly vulnerable to cold iron. No other form of metal harms them so. If a hunter so much as touches a nightmare with cold iron, the monster suffers one "aggravated" health level of damage. A cold-iron weapon inflicts its normal damage, but it is aggravated. If the damage roll of a cold-iron attack fails, one health level is still inflicted for mere contact with the metal. This kind of harm cannot be soaked or regenerated with Glamour (see "Endurance" in the sidebar). Mark aggravated health levels on the Health chart with an "X." Treat aggravated damage as lethal is applied to hunters. A Health chart full of aggravated damage indicates a destroyed nightmare.

Nightmares hiding within human form are not particularly harmed by cold iron.

If a manifested nightmare is killed, its body resumes human form, leaving a human corpse.

NIGHTMARES AND HUNTERS

As the products of dreams, nightmares exist outside reality. Normal people therefore do not usually perceive nightmares or their magical spells. The human psyche blots out that which isn't of this world, so goblins and trolls — whether manifested or not — go about their business largely unnoticed. Even when nightmares' activities do draw attention, normal people tend to forget or misunderstand what they really see.

Hunters are the exception. Second sight allows a hunter to see the image of a hiding nightmare superimposed upon its human host. Edges such as Discern, Witness and Illuminate inform the hunter that the being is the product of dreams. (A *manifested* nightmare is visible and clear as such to all hunters with second sight.) Active Conviction allows an imbued to cope with a nightmare in any form. Such hunters are not baffled by what they experience, and they remember it all later. However, those without active Conviction act like normal people in a nightmare's presence. Willpower determines how such a person responds. A low score means the character flees the scene of unusual activity. A high score means he remains, but he rationalizes whatever happens into mundane terms.

A person's nightmare ties and the imbuing are irreconcilable. The Messengers never imbue the host of a nightmare. Likewise, hunters can never be drawn into nightmares' dream world. Hunters' very nature simply roots them in reality.

People with blood relations to nightmares — anyone who is kin to nightmare hosts and bears magical qualities as a result — cannot be imbued. To second sight, these kin are *wrong*. Discern, Witness or Illuminate are required to identify them as the offspring or siblings of dreams.

NIGHTMARE MAGIC

When nightmares manifest, they literally step from the realm of dreams to enter the physical world. They bring

POWER, SPEED & ENDURANCE

Nightmares are capable of calling on their dream-born magic to give them potency, quickness and resilience when they need it.

POWER

Trolls are naturally potent creatures, well-muscled and in tone or brawny and thick-skinned.

System: Add two to the Strength of a human host when a troll manifests. No Glamour needs be spent for this inherent benefit.

SPEED

Goblins can move quickly when they need to, whether gracefully or with a disturbing lumber that disguises their real threat.

System: Spend one Glamour point to gain one extra action in a turn, up to the creature's Dexterity score. Thus, a goblin with 3 Dexterity could perform four actions in a single turn at the expense of three Glamour. Extra actions can be used to perform only one feat each. Goblins cannot perform multiple feats — biting and firing a gun, for example — in the same action.

ENDURANCE

As warriors among nightmares, goblins and trolls can turn their magical powers toward their own healing and recovery.

System: One health level of lethal or bashing damage can be healed in an action at the expense of one Glamour point. Aggravated damage, however, must be healed over time or through magical spells.



dream-world magic with them, but nightmares have trouble affecting the material plane because imagination and reality are so different. A troll or goblin trying to use magic in the real world does so at a base difficulty of 8. That number can be brought down by one for every Glamour point spent on a spell (beyond that required to activate the effect). Glamour can be spent to reduce magic difficulties to a minimum of 3.

Nightmares also have to perform odd little rituals to make their magic work. Some can be as simple as beating their chests while roaring, or spinning in a circle. Others can be as complex as painting a portrait of a person whom the nightmare hopes to affect. You decide the nature of the ritual performed. Generally, if the spell has an instantaneous effect, the ritual is performed as a reflexive action in the space of a turn, and the power is activated. If a spell has a long-term effect, the activating ritual may take turns, minutes or hours to perform.

A nightmare hiding within its human host cannot affect the real world with its magic.

Glamour is the energy source of nightmares' power, but it is not unlimited. Nightmares gain sustenance from the creativity and imagination of people, sometimes nurturing those feelings, other times inducing them forcibly so as to feed. Assume that a goblin or troll regains three to five Glamour a day when allowed to contact free thinkers or emotional-rape victims.

Nightmares that have taken over a host only recently have three or four common spells at their disposal. More experienced ones know four or five common and

one or two uncommon spells. Old and bizarre nightmares use a handful of common spells, two or three uncommon ones and perhaps one or two of the dangerous and rare ones.

COMMON SPELLS

GO SEEK

A nightmare using this spell causes his target — himself, an object or an individual — to be overlooked or ignored by those who would otherwise see it. The subject may remain in plain sight mere inches from someone's face, but it goes unnoticed. For all intents and purposes, this spell confers a form of invisibility.

System: Spend a Glamour point and roll Wits + Subterfuge. The effects last one turn for each success rolled. The number of successes achieved can be doubled by spending an extra Glamour point. Apply the Blind Fighting/Fire rules from **Hunter** (page 192) for attacks against "invisible" targets. A hunter with active second sight, Discern, Witness or Illuminate can see the subject normally.

LEAP

As its name suggests, Leap allows a nightmare to make amazing jumps, bounds or controlled drops, to escape a hunter or grab prey, all without harm. Oddly, the spell allows inanimate objects to "leap" as well, making a book jump from a reader's hands or causing a severed arm to "bounce" into a goblin's mouth.

System: Spend a Glamour point and roll Willpower. A single success allows the subject to travel five feet vertically or 15 feet horizontally. Two successes allow the subject to

travel one story vertically or 30 feet horizontally. Three successes allow the subject to travel two stories vertically or up to 60 feet horizontally. Four successes allow the subject to travel five stories vertically or 120 feet horizontally. Five successes allow the subject to travel 10 stories vertically or 240 feet horizontally.

If someone doesn't want a subject to leap away, she can grab and hold on by making a resisted Dexterity + Brawl roll (difficulty 6). Each success rolled cancels one of the nightmare's Willpower successes.

TANGLE

A nightmare is able to cause a victim to trip over his own feet by projecting an image of ropes, vines or silky webbing. Those watching the victim do not see the imaginary bindings, and they don't understand why the victim is immobilized.

System: Spend one Glamour point and roll Willpower. Results are listed on the following chart:

Successes	Result
1	Target stumbles and must roll Dexterity + Athletics (difficulty 6) to avoid falling
2	Target is tangled and must succeed in a Strength roll (difficulty 6) to escape
3	Target is tangled and must get two or more successes in a Strength roll (difficulty 6) to escape
4	Target is tangled and must get three or more successes in a Strength roll (difficulty 6) to escape
5	Target is tangled and must get four or more successes in a Strength roll (difficulty 6) to escape

Extended rolls to escape are made every turn. Victims are immobilized until they are able to break free. The imaginary ropes or vines appear very tough, and alternative means of escape (such as using a knife) must still accumulate the indicated number of successes to be effective.

Active Conviction renders a hunter immune to this spell's deception.

TK

The nightmare is able to telekinetically manipulate objects weighting up to a few hundred pounds. Opening locks, stealing unguarded items and crushing victims with large, heavy items are all possible.

System: The small ritual associated with this spell involves pantomiming whatever it is that the nightmare wants to happen. Spend one Glamour point and roll Willpower. Objects up to Willpower in yards away can be manipulated. Each success allows the creature to manipulate 50 pounds. Moving a small woman requires two successes, while a 300-pound safe requires six.

If the nightmare hurls large objects at a victim to cause damage, the target may get a resisted Dodge roll if he can perform that action in the turn. Each of the nightmare's Willpower successes inflicts *two* levels of bashing damage.

Nightmares can control objects for as many turns as his Willpower rolls succeed.

UNCOMMON SPELLS

BAN

This spell creates illusions to prevent passage through doors, windows, thresholds and similar passages. Ban works by

convincing all those who try to open a door that it is stuck, locked or the like. If there is no door present (e.g., at a cave mouth), the spell causes such an intense fear to wash over those who would pass, that they are utterly unable to proceed.

System: Spend two Glamour points and roll Willpower. Those who attempt to pass through must make Willpower rolls (difficulty 8) and get more successes than the nightmare. A Ban persist for one hour for each success rolled. Hunters with active Conviction are immune to the spell, and they may open doors or travel through portals normally.

FORGET

This spell causes a nightmare's victim to forget things. Small facts are the most susceptible: the location of keys, the last name of an acquaintance or the combination to a lock. On the other hand, certain feared goblins can steal decades-long segments of victims' memories, including such information as how to drive, how to fight, one's hometown or even one's own name.

System: Spend two Glamour points and roll Willpower. The number of successes achieved determines the depth of knowledge forgotten. One causes the victim to forget a phone number or password. Two can make her forget something recent but uninteresting. ("Whom did I see on my way to work?" "What was the last thing I ate?") Three allow the creature to eliminate entire events: a meeting, everything that happened after entering the abandoned building or the events that transpired on the night of April 28th. Four successes blot out once-vivid memories — first sexual experience, location of one's own home, wife's name — completely. Five successes make the victim's mind a blank slate. The person has no past, for all intents and purposes.

Memory-loss lasts for two or three minutes, unless the nightmare spends more Glamour to increase duration. One extra point makes memory-loss last for a whole scene. Two points make it last for a day. Three points extend it for a week. Four points make it last for a month. Five extra Glamour points alter memory for three months. Memory-loss becomes permanent at a cost of six extra Glamour points.

Hunters with active Conviction are immune to this spell. Those affected when defenses are down regain memories when Conviction is spent subsequently, but they may lose them again after that scene. If a hunter forgets that he is imbued, no Conviction can be spent thereafter.

HOLE IN THE WALL

By waving her hand in front of a wall, a nightmare can cause a tunnel to open, allowing her access to (or egress from) a place. Very thick walls can be pierced or a strange form of tunneling can be accomplished using this spell.

System: Spends two Glamour points and roll Willpower. The tunnel persists for one turn for each success achieved. The portal is 180 cubic feet (a normal doorway-sized tunnel that's three feet wide by six feet high by 10 feet deep, or a three-by-three hole that's 20 feet deep, for example). If any creature remains in the tunnel when time runs out, it becomes one with whatever substance was once removed.

MEND

This spell allows a nightmare to repair items or heal wounds. By performing its weird little ritual (often blow-

ing on or kissing the subject), the creature reforms what was shattered, closes what was ripped and mends what was broken.

System: Spend two Glamour points and roll Willpower. Each success restores one health level of bashing or lethal damage to a wounded individual. You determine how many successes are required to repair an object. (One success is sufficient to restore a broken clay mug or “unrip” a page into a book. A shattered stained-glass window or burnt-out car requires at least five successes.) Restorations are permanent until more wounds are suffered or an item is damaged again.

WRECK

This spell is the opposite of Mend. The nightmare can wound, rip, shatter or corrode what was previously whole.

System: Spend two Glamour points and roll Willpower (difficulty 7). Each success inflicts one health level of lethal damage to a target creature or item. When targeting an item, decide how much damage is required to destroy the object. Two successes ruin a standard door, while five or more are necessary to pulverize a granite boulder.

RARE SPELLS

EMPASSION

A nightmare that casts this spell incites its victim's passions to riot. Any feeling — hatred, lust, levity, depression, fear — can be evoked and enflamed. If the inspired feeling is similar to one already demonstrated or that's typical of the subject, the task is easier.

System: Spend three Glamour points and roll Willpower at difficulty 8 (or 6, if the emotion is already evidenced or common). The number of successes achieved determines the intensity of the emotion evoked. One causes an inexplicable rush of the feeling. Two cause the subject to hesitate and muse/ plot/ brood for a moment. Three cause the passion to be felt very strongly, so much so that the victim suffers a +1 difficulty to all Mental-Attribute dice pools. Four successes cause the target to act obsessively. Depression makes her listless, joy sends her into fits of laughter, fear causes her to flee (all rolls are made at +2 difficulty.) Five successes make the emotion occupy the victim's mind completely. Lust results in stalking or rape, anger leads to murder, and depression leads to suicide. (All rolls not related to the immediate consummation of the emotion are at +3 difficulty. All rolls that are related to the imposed emotion are at -1 difficulty. Thus, at five successes, a man hit with love is at +3 difficulty on all rolls not related to his beloved, while his difficulty is -1 to push his beloved out of a bus' path.)

The emotion lasts for mere moments at one or two successes — enough to roleplay briefly. It persists for one hour for each success rolled when three or more successes are achieved. Hunters with active Conviction are immune to this spell when it's cast. A hunter affected when his defenses are down acts normally only if/ when his player spends Conviction again, but he may resume his odd ways when the current scene ends. An affected hunter may not

even have the spirit or desire to activate Conviction once this spell has its way.

ENSLAVE

This spell lets the nightmare implant a delusion into the subject's mind, giving the creature almost total control over the victim's behavior. The subject could be made to think she is an escaped convict, an old woman or a dog. The victim does anything the caster desires while in this state, as long as it's “in character” and is not obviously self-destructive.

System: Spend three Glamour points and roll Willpower. Each success grants the monster control of the victim for one hour. Hunters with Conviction active are immune to this spell when it's cast. Those affected when defenses are down are subject to the nightmare's will, and they probably do not spend Conviction subsequently if doing so would not be “in character.” If the player spends Conviction, the victim regains his senses for a scene or thereafter, as you choose.

FLY

This spell allows a nightmare to fly for brief periods. The creature has complete control of her course, even in strong winds.

System: Spend three Glamour points and roll Willpower. Each success allows the creature to fly for two turns. Flight speed can reach up to five times ground-travel speed.

TELEPORT

The nightmare using this spell can disappear and reappear anywhere. The only requirement is that she possess some element from either the destination (dirt from a roadside, paint chips or carpet fibers from a building or bark from a tree in a glade) or from the individual (blood, nail clippings, intimate apparel) to which she intends to travel.

System: Spend three Glamour and roll Willpower. The number of successes achieved determines how quickly the creature arrives at the destination.

Successes	Time
1	An hour
2	Five minutes
3	One minute
4	10 seconds
5	Instantaneous

TRANSFORM

This spell grants the nightmare the capacity to change its form to something else — like a person, a rock, a parking meter or a bat. The ritual performed usually involves pantomiming the thing to be mimicked.

System: Spend three Glamour points and roll Willpower. The number of successes achieved determines the maximum duration of the transformation.

Successes	Time
1	One turn
2	One hour
3	One day
4	Three days
5	One week

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