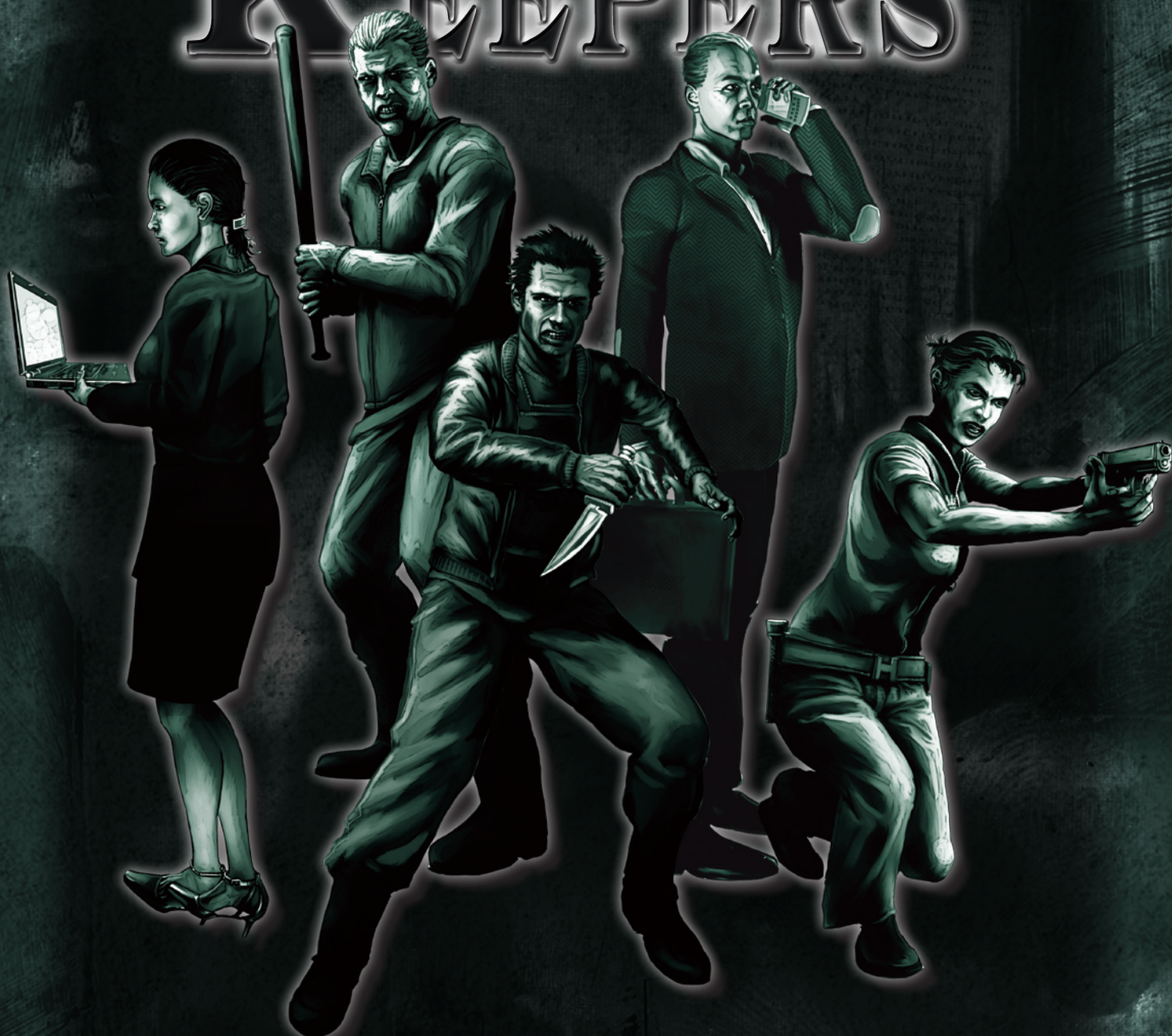


THE KEEPERS



A cell of ready-made player characters
for the Hunter: The Vigil

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THE KEEPERS

The Vigil is a strange thing, calling many to its duties in as many ways as there are hunters. Sometimes those touched by the darkness find each other after taking up the Vigil, lonely in their knowledge they drift together by some strange, dark gravity. Other times the Vigil is thrust upon several people at once as they bear witness to what goes bump in the night. The Keepers are a combination of both of these methods. Each familiar in their own way with what the night hides, but brought together and forged in a single, terrifying crucible.

Before the Vigil, the Keepers were separated by a scant few degrees; five people from five walks of life brushing up against one another only briefly in the waking world. Lucy the cop works with Victor the forensic scientist, Victor knew Doug the EMT from school and Janice the lawyer from the courtroom, and everyone knows Tommy, the gangster's son. They are five people connected by chance and separated by circumstance until one fateful night.

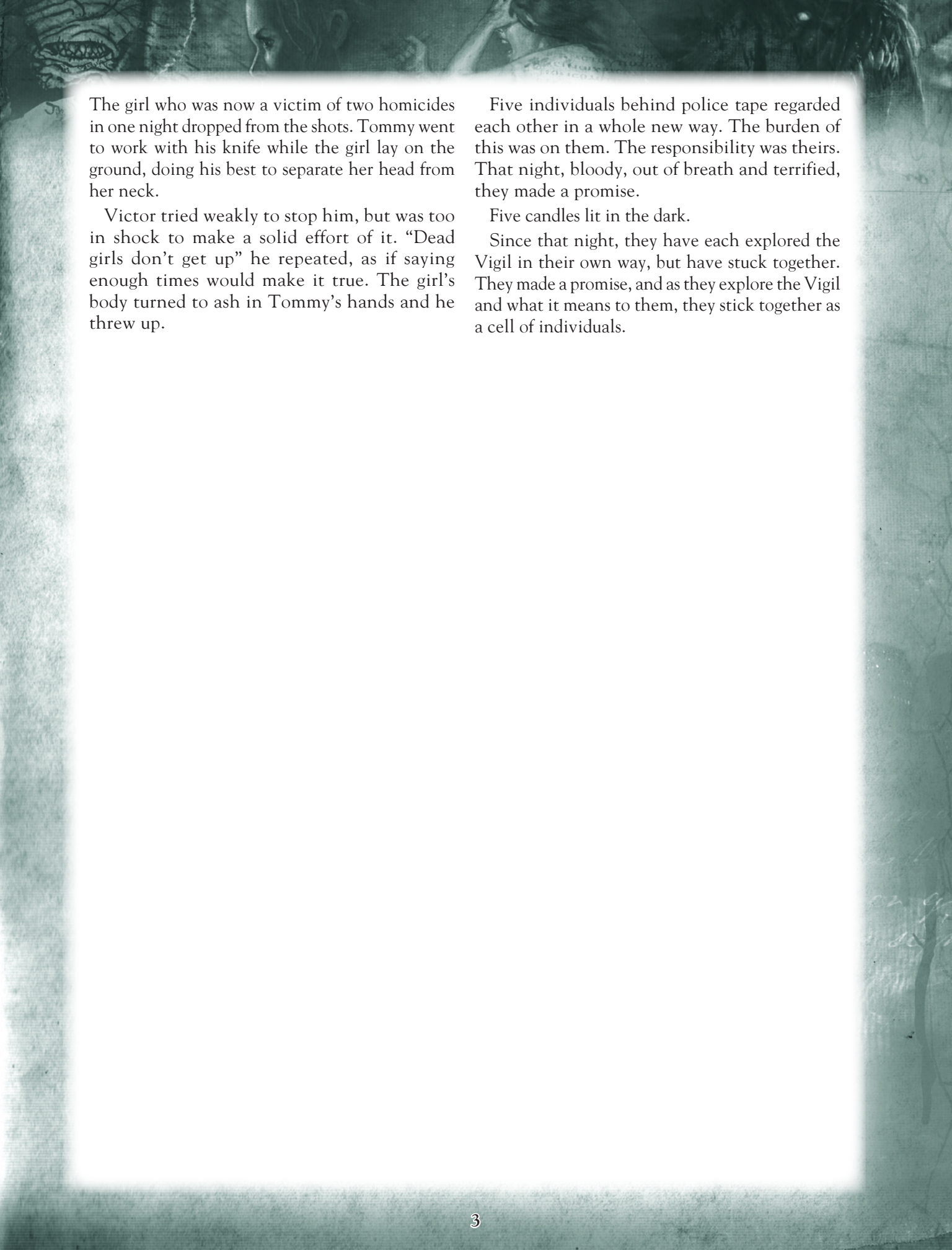
Tommy was in trouble again, only this time he'd really stepped in it. He murdered a girl in an alley behind a club. Lucy and her partner were the first on the scene, but before long, Doug arrived to the wailing of an ambulance siren. Victor was among the detectives called in to examine the scene, but Tommy refused to go anywhere until his lawyer arrived. He claimed the girl attacked *him*. A slip of a girl like that overpowering a palooka like him? Lucy didn't need a detective to tell he was lying, even if his act was fairly convincing: hands shaking, eyes dilated and distant. His story was consistent with the bleeding gouge from

his neck and bruises on his shoulders. Lucy wanted him off the street, but by the time the crime scene was secure, his high-priced lawyer, Janice, was barking orders like it was her swank downtown office.

It was Doug who first noticed something amiss at the scene, and Victor quickly confirmed it. The victim was stabbed multiple times to the *back* of the neck, likely overhand. An odd angle to kill a drunk club girl. Tommy – as filtered through Janice – insisted the girl held him down and bit his neck, and it was all he could do to get her off him. In Lucy's experience, it's never that complicated. When you've got two bodies, one of them standing and one of them on the ground, the one standing probably did it.

The stalemate continued, and the bulk of the personnel retired for the night. That's when things got really interesting. Doug zippered up the body, but began screaming. Lucy turned from her shouting match with Janice to witness Doug getting attacked by the girl. The dead girl. The multiple-stab-wound-to-the-back-of-the-neck girl. Savage and bloody, she went for Doug's throat. Victor tried to pry the EMT from her grip but was thrown aside. She must have weighed all of 98 pounds soaking wet, and she was throwing these men around like matchsticks.

Lucy tried to line up a shot, but it was Tommy who seized his lucky knife from Victor's evidence bag and stuck her. It was enough to get the lunatic's enraged attention off of Doug and onto Tommy. The dead girl switched priorities and lunged, giving Lucy enough room to fire twice.



The girl who was now a victim of two homicides in one night dropped from the shots. Tommy went to work with his knife while the girl lay on the ground, doing his best to separate her head from her neck.

Victor tried weakly to stop him, but was too in shock to make a solid effort of it. "Dead girls don't get up" he repeated, as if saying enough times would make it true. The girl's body turned to ash in Tommy's hands and he threw up.

Five individuals behind police tape regarded each other in a whole new way. The burden of this was on them. The responsibility was theirs. That night, bloody, out of breath and terrified, they made a promise.

Five candles lit in the dark.

Since that night, they have each explored the Vigil in their own way, but have stuck together. They made a promise, and as they explore the Vigil and what it means to them, they stick together as a cell of individuals.

Lucy Villanueva

Quotes: *"Hands where I can see 'em, monster!"*

"I don't care what you do on your side of town, but you're not on your side of town."

"Every time I see one of these monsters, I see my daughter's face. No way is one of those bloodsuckers going to get anywhere near her."

Virtue: Fortitude. Lucy knows she must always stay true to the path she's set, because to step off for even a moment has consequences.

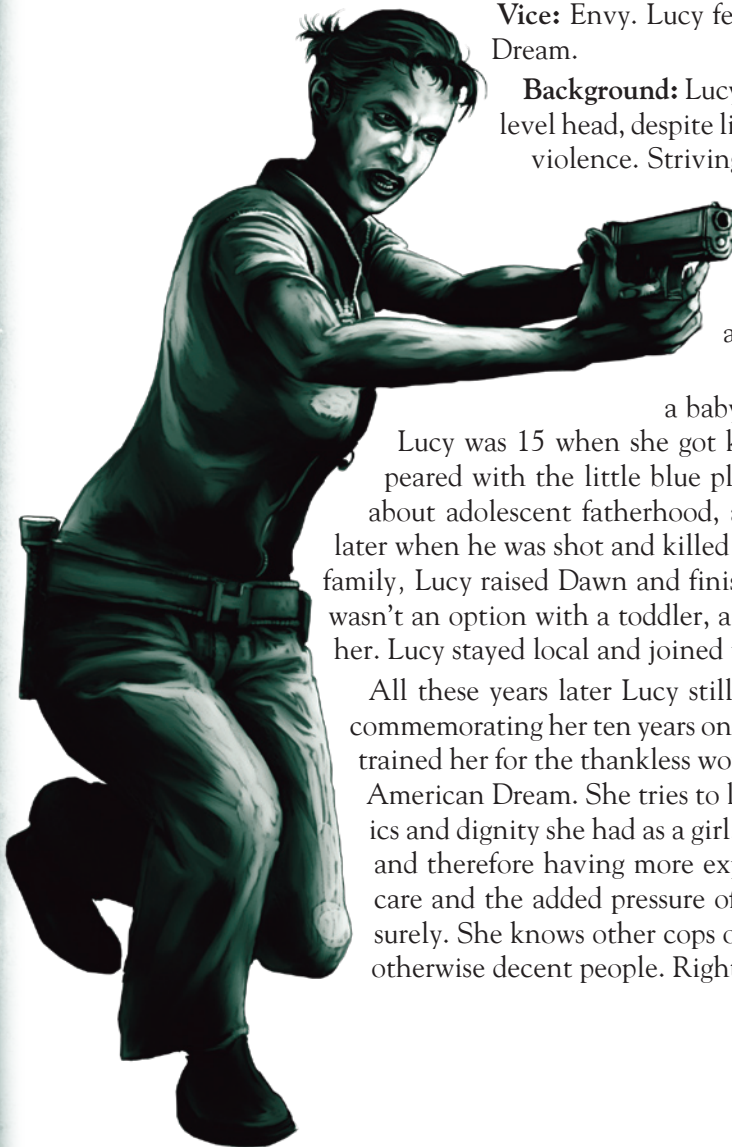
Vice: Envy. Lucy feels as if she's been robbed of the American Dream.

Background: Lucy is the oldest of four sisters. She always kept a level head, despite living on a chaotic block full of gang signs and violence. Striving to be an example to her little sisters, Lucy refused the pull of the streets in favor of studying hard and working for a better life like all the families on TV. Unfortunately, Lucy found it hard to turn away her peers and neighbors; they were all she knew.

A moment of weakness at a block party with a baby-faced thug named Raoul changed her life.

Lucy was 15 when she got knocked up; her hopes for the future disappeared with the little blue plus on the test. Raoul was less than thrilled about adolescent fatherhood, a point which became moot a few months later when he was shot and killed robbing a liquor store. With the help of her family, Lucy raised Dawn and finished school with passing marks, but college wasn't an option with a toddler, ailing mother and three sisters depending on her. Lucy stayed local and joined the police academy instead.

All these years later Lucy stills wears a beat uniform, its only decoration commemorating her ten years on the force. The job puts food on the table and trained her for the thankless work of the Vigil, but she's a long way from the American Dream. She tries to live right and raise Dawn with the same ethics and dignity she had as a girl. However, with Dawn entering adolescence and therefore having more expensive wants and needs, plus her mother's care and the added pressure of the Vigil, Lucy's rope is fraying slowly but surely. She knows other cops on the force who are on the take and they're otherwise decent people. Right?



Description: Lucy has a body with a lot of hard miles on it, but keeps in shape and has an earthy beauty on the rare occasions she lets her hair down. She smells faintly of lilac from the drugstore perfume she wears as her one nod to femininity. Lucy isn't tall, but her badge and the chip on her shoulder add up to an intimidating presence. Her daughter is the light of her life, but the rebellion of adolescence has begun and Lucy is stretched too thin to be an active parent as much as she should.

Roleplaying Hints: On the job, you are no-nonsense. It isn't easy being a woman on the force, and you don't give people an inch. The few people you call friends know you have a grim sense of humor built up as a shield from the daily horrors you deal with. Family is everything, and you have a large one with dozens of cousins, aunts, uncles and more distant relations scattered throughout the neighborhood. While you've never had much time for meeting men outside the force, you're still a young enough woman to have needs, and you nurse a quiet crush on Victor.



HUNTER

THE VIGIL

Name: Lucy Villanueva Concept: Beat Cop Profession: Cop
 Player: _____ Virtue: Fortitude Cell: The Keepers
 Chronicle: _____ Vice: Envy Compact/ The Union
 Conspiracy: _____

ATTRIBUTES

POWER	INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
FINESSE	WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESISTANCE	RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

SKILLS

MENTAL

(-3 unskilled)

- ☐ Academics _____ ●●●●●
- ☐ Computer _____ ●●●●●
- ☐ Crafts _____ ●●●●●
- ☐ Investigation Sharp Eyes ●●●●●
- ☐ Medicine _____ ●●●●●
- ☐ Occult _____ ●●●●●
- ☐ Politics _____ ●●●●●
- ☐ Science _____ ●●●●●

PHYSICAL

(-1 unskilled)

- ☐ Athletics _____ ●●●●●
- ☒ Brawl Restrain ●●●●●
- ☐ Drive _____ ●●●●●
- ☒ Firearms _____ ●●●●●
- ☐ Larceny _____ ●●●●●
- ☐ Stealth _____ ●●●●●
- ☐ Survival _____ ●●●●●
- ☐ Weaponry _____ ●●●●●

SOCIAL

(-1 unskilled)

- ☐ Animal Ken _____ ●●●●●
- ☐ Empathy _____ ●●●●●
- ☐ Expression _____ ●●●●●
- ☐ Intimidation _____ ●●●●●
- ☐ Persuasion _____ ●●●●●
- ☐ Socialize _____ ●●●●●
- ☒ Streetwise Local Area ●●●●●
- ☐ Subterfuge _____ ●●●●●

OTHER TRAITS

MERITS

- Contacts _____ ●●●●●
- (Informants, Villanuevas) ●●●●●
- Danger Sense ●●●●●
- Fleet of Foot ●●●●●
- Professional Training ●●●●●
- Status (Union) ●●●●●
- _____ ●●●●●
- _____ ●●●●●
- _____ ●●●●●

FLAWS

TACTICS

HEALTH

●●●●●●●●●●●●●●

WILLPOWER

●●●●●●●●●●●●●●

MORALITY

10 _____ ●
 9 _____ ●
 8 _____ ●
 7 _____ ●
 6 _____ ●
 5 _____ ●
 4 _____ ●
 3 _____ ●
 2 _____ ●
 1 _____ ●

Size 5
 Speed 10 (11)
 Initiative Mod 5
 Defense 3
 Armor 1L/2B

WEAPONS

DICE MOD

G26- Dmg 2(L), Rng 10/20/40, Cpty 10+, Sz 1
Flashlight Beacon- Dmg 2(B), Sz2

EQUIPMENT

DICE MOD

ID Badge (Cop), Flak Jacket, G26 Glock Pistol,
Flashlight Baton

Experience _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure •
 Size = 15 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

HUNTER

THE VIGIL

Name: Lucy VillanuevaConcept: Beat CopProfession: Cop

Player: _____

Virtue: FortitudeCell: The Keepers

Chronicle: _____

Vice: EnvyCompact/ The Union

Conspiracy: _____

ATTRIBUTES

POWER	INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
FINESSE	WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESISTANCE	RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

SKILLS

MENTAL

(-3 unskilled)

- ☐ Academics ●●●●●
☐ Computer ●●●●●
☐ Crafts ●●●●●
☐ Investigation Sharp Eyes ●●●●●
☐ Medicine ●●●●●
☐ Occult ●●●●●
☐ Politics ●●●●●
☐ Science ●●●●●

PHYSICAL

(-1 unskilled)

- ☐ Athletics ●●●●●
☒ Brawl Restrain ●●●●●
☐ Drive ●●●●●
☒ Firearms ●●●●●
☐ Larceny ●●●●●
☐ Stealth ●●●●●
☐ Survival ●●●●●
☐ Weaponry ●●●●●

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ●●●●●
☐ Empathy ●●●●●
☐ Expression ●●●●●
☒ Intimidation Bitch with a badge ●●●●●
☐ Persuasion ●●●●●
☐ Socialize ●●●●●
☒ Streetwise Local Area ●●●●●
☐ Subterfuge ●●●●●

OTHER TRAITS

MERITS

- Contacts
(Informants, Villanuevas) ●●●●●
Danger Sense ●●●●●
Fleet of Foot ●●●●●
Professional Training ●●●●●
Status (Union) ●●●●●
Disarm ●●●●●
Safehouse (Cache) ●●●●●
Resources ●●●●●

FLAWS

TACTICS

Moral Support

HEALTH

●●●●●●●●●●●●●●

WILLPOWER

●●●●●●●●●●●●●●

MORALITY

10 ☐
 9 ☐
 8 ☐
 7 ☒
 6 ☒
 5 ☒
 4 ☒
 3 ☒
 2 ☒
 1 ☒

Size 5
 Speed 10 (11)
 Initiative Mod 5
 Defense 3
 Armor 1L/2(B)

WEAPONS

G26- Dmg 2(L), Rng 10/20/40, Cpcty 10+1, Sz 1
Flashlight Beacon- Dmg 2(B), Sz2

DICE MOD

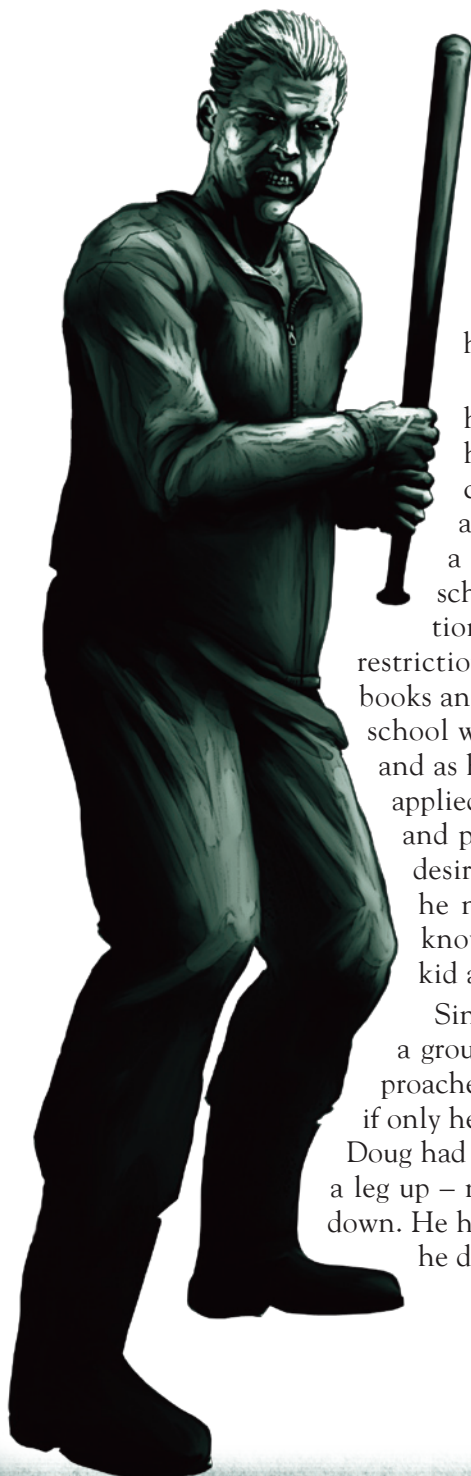
EQUIPMENT

ID Badge (Cop), Flak Jacket, G26 Glock Pistol,
Flashlight Baton

DICE MOD

Experience 37

Doug Dawkins



Quotes: “Don’t look at that, look at me. Look at me. You’re going to be fine, I know what I’m doing.”

“I don’t care what you are. If you keep trying to kill me with that arm, you’re going to aggravate the wound.”

“I’m fine. I’ve just been getting these headaches lately.”

Virtue: Compassion. Doug can’t stand to see suffering in any form, from broken bones to broken hearts.

Vice: Greed. Doug built himself up from nothing, only to still have nothing. It’s never enough, but he will get his.

Background: Doug grew up poor in a middle class neighborhood. His father and mother worked multiple jobs to keep him away from the drugs and danger of the worse parts of the city. Unfortunately, this left Doug alone most of the time, and few kids wanted to hang out with the poor kid. Born with a condition that required him to make regular trips to the school nurse for medication provided him with an early fascination with the medical profession. With few friends and a lot of restrictions on his physical activities, he had a lot of time to hit the books and study hard. Doug knew his only chance to pay for medical school would be by scoring a good scholarship. As smart as Doug is and as hard as he worked, he was beat out for every scholarship he applied for. He simply couldn’t compete with his transcript-building and privileged classmates. Driven by his love of medicine and a desire to help people, Doug became an EMT instead. Although he never studied medicine at any higher institution, Doug is knowledgeable from his independent study, and known as a whiz kid among the ambulance set.

Since the night in the alley that brought the Keepers together, a group identified only as a “major pharmaceutical company” approached Doug and made an offer. He was promised help in the Vigil, if only he would keep his new eye out for parts of some value to them. Doug had mixed feelings about the whole thing, but the chance to get a leg up – not to mention a modest stipend – was too valuable to turn down. He hasn’t told the others about them, and now after the surgeries he doesn’t think he ever will.

Description: He doesn't have enough disposable income to be a fashion plate, but he cleans up well enough when he's not in his professional gear. His only problem is he can't shake the smell of the job. Doug smells of antiseptic covered with scented soaps and aftershave. He loses what little confidence he has the further removed from his element.

Roleplaying Hints: Blood doesn't bother you at all. Quite the opposite: blood, gore, bones jutting out through skin and other sights that make most people queasy enliven you to action. You're not the best with people who aren't bleeding out or dying. You're helpful to a fault, sometimes coming off as desperate. You tend to shrink into the background, especially around alpha personalities like Janice and Tommy, but when you need to, you can make your voice heard.



HUNTER

THE VIGIL

Name: Doug Dawkins Concept: EMT Profession: Doctor
 Player: _____ Virtue: Compassion Cell: The Keepers
 Chronicle: _____ Vice: Greed Compact/ _____
 Conspiracy: Cheiron Group

ATTRIBUTES

POWER	INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
FINESSE	WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESISTANCE	RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

SKILLS

MENTAL

(-3 unskilled)

- ☐ Academics ●●●●●
- ☐ Computer ●●●●●
- ☐ Crafts Jury Rig ●●●●●
- ☐ Investigation ●●●●●
- ☒ Medicine Triage ●●●●●
- ☐ Occult ○○○○○
- ☐ Politics ○○○○○
- ☐ Science ●○○○○

PHYSICAL

(-1 unskilled)

- ☐ Athletics ●●●●●
- ☐ Brawl ●○○○○
- ☒ Drive Race Against Time ●●●●●
- ☐ Firearms ○○○○○
- ☐ Larceny ○○○○○
- ☐ Stealth ○○○○○
- ☐ Survival ●○○○○
- ☐ Weaponry ○○○○○

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ○○○○○
- ☒ Empathy ●●●●●
- ☐ Expression ○○○○○
- ☐ Intimidation ○○○○○
- ☐ Persuasion ○○○○○
- ☐ Socialize ●○○○○
- ☐ Streetwise ●○○○○
- ☐ Subterfuge ○○○○○

OTHER TRAITS

MERITS

- Contacts (Hospitals) ●●●●●
- (Emergency Personnel) ●●●●●
- Professional Training ●●●●●
- Status (The Cheiron Group) ●●●●●
- Strong Back ●●●●●
- Thaumatechnology ●●●●●
- (Anger Patch) ●○○○○
- (Devil Eyes) ●●○○○
-

FLAWS

TACTICS

HEALTH

●●●●●●●●●●●●●●

WILLPOWER

●●●●●●●●●●●●●●

MORALITY

10 ☐ 9 ☐ 8 ☐ 7 ☒ 6 ☒ 5 ☒ 4 ☒ 3 ☒ 2 ☒ 1 ☒

Size 5
 Speed 10
 Initiative Mod 5
 Defense 2
 Armor _____

WEAPONS

Baseball Bat - Dmg 2(B), Sz 2

DICE MOD

EQUIPMENT

Baseball Bat (Club), Duct Tape, EMT Shears,
First Aid Kit (Professional)

DICE MOD

Experience _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure •
 Size = 15 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

HUNTER

THE VIGIL

Name: Doug Dawkins Concept: EMT Profession: Doctor
 Player: _____ Virtue: Compassion Cell: The Keepers
 Chronicle: _____ Vice: Greed Compact/ _____
 Conspiracy: Cheiron Group

ATTRIBUTES

POWER	INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
FINESSE	WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESISTANCE	RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

SKILLS

MENTAL

(-3 unskilled)

- ☐ Academics ●●●●●
☐ Computer ●●●●●
☐ Crafts Jury Rig ●●●●●
☐ Investigation ●●●●●
☒ Medicine Triage ●●●●●
☐ Occult ○○○○○
☐ Politics ○○○○○
☐ Science ●○○○○

PHYSICAL

(-1 unskilled)

- ☐ Athletics ●●●●●
☐ Brawl ●●●●●
☒ Drive Race Against Time ●●●●●
☐ Firearms ○○○○○
☐ Larceny ○○○○○
☐ Stealth ○○○○○
☐ Survival ●○○○○
☐ Weaponry ○○○○○

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ○○○○○
☒ Empathy ●●●●●
☐ Expression ○○○○○
☐ Intimidation ○○○○○
☐ Persuasion ○○○○○
☐ Socialize ●○○○○
☐ Streetwise ●○○○○
☐ Subterfuge ○○○○○

OTHER TRAITS

MERITS

- Contacts (Hospitals)
(Emergency Personnel) ●●●●●
Professional Training ●●●●●
Status (The Cheiron Group) ●●●●●
Strong Back ●●●●●
Thaumatechnology
(Anger Patch) ●●●●●
(Devil Eyes) ●●●●●
(Weapon Last Resort-Claws) ●●●●●
Resources ●●●●●
Safehouse (Security) ●●●●●
Stunt Driver ●●●●●

FLAWS

TACTICS

Moral Support

HEALTH

●●●●●●●●●●●●●●
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILLPOWER

●●●●●●●●●●●●●●
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

MORALITY

10 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 9 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 8 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 7 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 6 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 5 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 4 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 3 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 2 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 1 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Size 5
 Speed 10
 Initiative Mod 5
 Defense 2
 Armor _____

WEAPONS

Baseball Bat - Dmg 2(B), Sz 2

DICE MOD

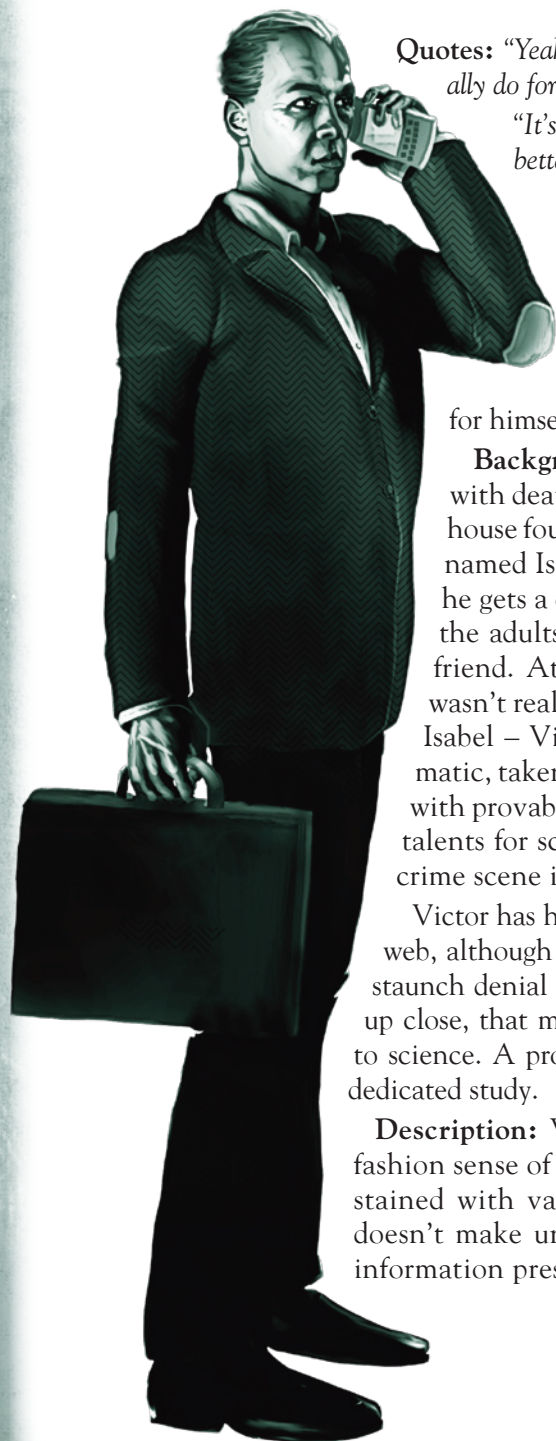
EQUIPMENT

Baseball Bat (Club), Duct Tape, EMT Shears,
First Aid Kit (Professional)

DICE MOD

Experience 37

Victor Trent



Quotes: “Yeah, we’ve all seen CSI. That has very little to do with what I actually do for a living, though.”

“It’s not that I don’t believe. I saw it too. It’s just that I think there’s a better explanation than ‘ahh, monster!’”

“Has anyone tried asking it a question, or are we all too busy trying to pull its head off?”

Virtue: Prudence. You don’t get things done by jumping to conclusions and overreacting all the time. Patience, observation, deduction – that’s working smart.

Vice: Pride. Victor is smart, accomplished and doing well for himself, and he doesn’t need anyone else to tell him so.

Background: Growing up, Victor possessed a morbid fascination with death. Maybe it’s because he grew up in the kind of creepy old house found in ghost stories. He even had an imaginary friend, a girl named Isabel he claimed was murdered in the attic. Looking back, he gets a chuckle out of how real she was to him and how bothered the adults would be as he described the tragic fate of his invisible friend. At some point – somewhere around learning Santa Claus wasn’t real, or maybe when they moved away from the old house and Isabel – Victor stopped believing in ghosts. He became more pragmatic, taken with science, numbers and academics, provable problems with provable solutions. Years later, his fascination with death and his talents for science met when he chose to pursue forensic science and crime scene investigation.

Victor has hooked up with a group of similarly scientific hunters on the web, although he’s never met one in person. He’s alarmed at some of the staunch denial he finds on the message boards. He’s seen the supernatural up close, that much can’t be denied, but these creatures are still beholden to science. A provable explanation exists for all of this; it just needs more dedicated study.

Description: Victor is a tall, lanky black man who dresses with the fashion sense of an English professor, tweed and all. His fingers are often stained with various chemicals, and he smells like the crime lab. He doesn’t make unnecessary movements, preferring to stand still and let information present itself.

Roleplaying Hints: Other than being a little stiff and slow to warm to strangers, you don't suffer from the stereotype of the withdrawn and cold scientist. You're outgoing and charming, although you sometimes get a sick kick out of putting people off with the gory details about your job. They call you a detective, but you don't really consider yourself a cop – not like Lucy. You're prone to forgetting you carry a badge or a sidearm.

Notes: Victor has a strong sense of intuition that goes outside of the scientific process. Lucky guesses and calculated leaps have garnered him a reputation among detectives as "Eagle Eye Trent," "Miracle Worker" and the "Corpse Whisperer." Truth is, Victor is sensitive to the restless dead, and occasionally they guide him at crime scenes. This guidance comes in a form subtle enough to be believably intuition or acting on rather unscientific hunches. However, on occasion Victor "imagines" he sees the victim pointing him to clues or hears a hushed whisper directing him. Anytime Victor is investigating haunted places or recent murder scenes, the Storyteller may roll an additional two dice in secret, adding any successes to Victor's total.



HUNTER

THE VIGIL

Name: Victor Trent Concept: Forensics Detective Profession: Scientist
 Player: _____ Virtue: Prudence Cell: The Keepers
 Chronicle: _____ Vice: Pride Compact/ Null Mysteriis
 Conspiracy: _____

ATTRIBUTES

POWER	INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
FINESSE	WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESISTANCE	RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

SKILLS

MENTAL

(-3 unskilled)

- ☒ Academics ●●●●●
- ☐ Computer Google-Fu ●●●●●
- ☐ Crafts ●●●●●
- ☒ Investigation ●●●●●
- ☐ Medicine ○○○○○
- ☐ Occult Parapsychology ●●●●●
- ☐ Politics ○○○○○
- ☒ Science Forensics ●●●●●

PHYSICAL

(-1 unskilled)

- ☐ Athletics ○○○○○
- ☐ Brawl ○○○○○
- ☐ Drive ○○○○○
- ☐ Firearms ●●●●●
- ☐ Larceny ●●●●●
- ☐ Stealth ●●●●●
- ☐ Survival ●●●●●
- ☐ Weaponry ○○○○○

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ●●●●●
- ☐ Empathy ○○○○○
- ☐ Expression ●●●●●
- ☐ Intimidation ○○○○○
- ☐ Persuasion ●●●●●
- ☐ Socialize ●●●●●
- ☐ Streetwise ●●●●●
- ☐ Subterfuge ○○○○○

OTHER TRAITS

MERITS

- Contacts (Detectives) ●●●●●
- (Scientific Forums) ●●●●●
- Professional Training ●●●●●
- Status (Null Mysteriis) ●●●●●
- Resources ●●●●●
- Unseen Sense (Ghosts) ●●●●●
-
-
-

FLAWS

TACTICS

HEALTH

●●●●●●●●●●●●●●
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WILLPOWER

●●●●●●●●●●●●●●
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MORALITY

10 ☐

9 ☐

8 ☐

7 ☐

6 ☐

5 ☐

4 ☐

3 ☐

2 ☐

1 ☐

Size 5
 Speed 9
 Initiative Mod 5
 Defense 2
 Armor _____

WEAPONS

.38 Revolver- Dmg 2(L), Rng 20/40/80, Cpcty 6, Sz 1

DICE MOD

EQUIPMENT

Blacklight Pen Flashlight, Crime Scene Kit,
Digital Recorder, Luminol, Sidearm (0.38 Revolver),
Smart Phone

DICE MOD

Experience _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure •
 Size = 15 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

HUNTER

THE VIGIL

Name: Victor Trent Concept: Forensics Detective Profession: Scientist
 Player: _____ Virtue: Prudence Cell: The Keepers
 Chronicle: _____ Vice: Pride Compact/ Null Mysteriis
 Conspiracy: _____

ATTRIBUTES

POWER	INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
FINESSE	WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESISTANCE	RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

SKILLS

MENTAL

(-3 unskilled)

- ☒ Academics ●●●●●
- ☐ Computer Google-Fu ●●●●●
- ☐ Crafts ●●●●●
- ☒ Investigation ●●●●●
- ☐ Medicine ○○○○○
- ☐ Occult Parapsychology ●●●●●
- ☐ Politics ○○○○○
- ☒ Science Forensics ●●●●●

PHYSICAL

(-1 unskilled)

- ☐ Athletics ○○○○○
- ☐ Brawl ○○○○○
- ☐ Drive ○○○○○
- ☐ Firearms ●●●●●
- ☐ Larceny ●●●●●
- ☐ Stealth ●●●●●
- ☐ Survival ●●●●●
- ☐ Weaponry ○○○○○

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ●●●●●
- ☐ Empathy ●●●●●
- ☐ Expression ●●●●●
- ☐ Intimidation ○○○○○
- ☐ Persuasion ●●●●●
- ☐ Socialize ●●●●●
- ☐ Streetwise ●●●●●
- ☐ Subterfuge ○○○○○

OTHER TRAITS

MERITS

- Contacts (Detectives) ●●●●●
- (Scientific Forums) ●●●●●
- Professional Training ●●●●●
- Status (Null Mysteriis) ●●●●●
- Resources ●●●●●
- Unseen Sense (Ghosts) ●●●●●
- Mentor (Null Mysteriis) ●●●●●
- Safehouse (Size) ●●●●●
-

FLAWS

TACTICS

Moral Support

HEALTH

●●●●●●●●●●●●●●

WILLPOWER

●●●●●●●●●●●●●●

MORALITY

10 ☐ 9 ☐ 8 ☐ 7 ☒ 6 ☒ 5 ☒ 4 ☒ 3 ☒ 2 ☒ 1 ☒

Size 5
 Speed 9
 Initiative Mod 5
 Defense 2
 Armor _____

WEAPONS

.38 Revolver- Dmg 2L, Rng 20/40/80, Cpcty 6, Sz 1

DICE MOD

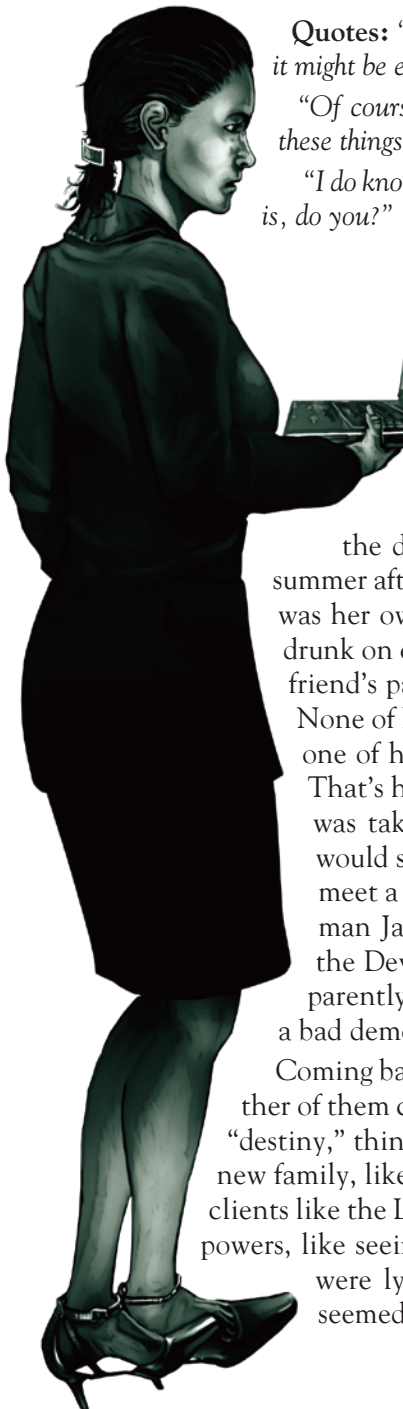
EQUIPMENT

Blacklight Pen Flashlight, Crime Scene Kit,
Digital Recorder, Luminol, Sidearm (0.38 Revolver),
Smart Phone

DICE MOD

Experience 35

Janice Cole



Quotes: *"The law gets fuzzy on the subject of ghouls and goblins. I'm afraid it might be easier for us to kill you."*

"Of course I'm sure he's lying... I'm a lawyer, it's my business to know these things."

"I do know who I'm fucking with, Councilman. Perhaps the better question is, do you?"

Virtue: Charity. Janice is a sucker for stray cats and hard luck cases.

Vice: Wrath. Below her calm, professional surface, Janice holds a beast at bay.

Background: Janice was the only member of the Keepers already familiar with the Vigil that night in the alley. Matter of point, she'd been trying to ignore its call since her eighteenth birthday, a date she considers the day her life ended. She was travelling through Europe the summer after her senior year, an idea she was foolish enough to believe was her own. Turning eighteen in Milan sounded romantic enough: drunk on cheap wine with some cute guys trying to get in her and her friend's pants speaking broken English. Life couldn't get any better. None of her wildest dreams involved two men showing up, shooting one of her companions and binding another in a circle of hellfire. That's how Janice Cole was introduced to her "destiny." Her friend was taken away to have her memories altered – they swore she would start talking again in a few days – while Janice was taken to meet a strange woman in the bottom of a tomb. She explained the man Janice was getting to second base with was a descendant of the Devil. What's more, Janice was also a descendant of the – apparently real – Devil, and she had a choice to be a good demon or a bad demon.

Coming back home, Janice and her friend drifted apart for reasons neither of them could voice. As much as she tried to avoid the subject of her "destiny," things started happening around her. Some were gifts from her new family, like being awarded scholarships she didn't apply for or scoring clients like the Lansetta crime family. Others were from her mysterious new powers, like seeing demons harassing humanity and knowing when people were lying to her. Try as she might to avoid her fate, it always seemed to find her.

Description: Janice always dresses professionally, sometimes to the detriment of the Vigil. It's hard to sneak around in expensive heels or run in a skirt suit. She believes, however, that she has a better chance of talking her way out of trouble dressed in the uniform of her trade.

Roleplaying Hints: You are not as humorless as people think; you just believe it's a virtue to keep your wits about you. You have a real temper when pushed far enough and are capable of explosive rages. You take a surprising amount of solace in the Keepers. Sure, it means embracing your supposed destiny, but you feel less alone around them and none of them talk about being the long lost daughter of the Adversary. Of course, you've never told them your little secret. Why burden them with something like that, and who knows how they'd react?



HUNTER

THE VIGIL

Name: Janice Cole Concept: Demonic Lawyer Profession: Professional
 Player: _____ Virtue: Charity Cell: The Keepers
 Chronicle: _____ Vice: Wrath Compact/ _____
 Conspiracy: The Lucifuge

ATTRIBUTES

POWER	INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
FINESSE	WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESISTANCE	RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

SKILLS

MENTAL

(-3 unskilled)

- ☒ Academics ●●●●●
- ☐ Computer ●●●●●
- ☐ Crafts ○○○○○
- ☐ Investigation ●●●●●
- ☐ Medicine ○○○○○
- ☐ Occult ●●●●●
- ☐ Politics Who's Who ●●●●●
- ☐ Science ○○○○○

PHYSICAL

(-1 unskilled)

- ☐ Athletics ●●●●●
- ☐ Brawl ○○○○○
- ☐ Drive ●●●●●
- ☐ Firearms ●●●●●
- ☐ Larceny ○○○○○
- ☐ Stealth ●●●●●
- ☐ Survival ○○○○○
- ☐ Weaponry ○○○○○

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ○○○○○
- ☐ Empathy ●●●●●
- ☐ Expression Closing Arguments ●●●●●
- ☐ Intimidation ○○○○○
- ☒ Persuasion ●●●●●
- ☐ Socialize VIP ●●●●●
- ☐ Streetwise ○○○○○
- ☐ Subterfuge ●●●●●

OTHER TRAITS

MERITS

- Castigation ●●●●●
- (Sense the Unrighteous)
- (Mandate of Hell)
- Contacts (Judges) ●●●●●
- Professional Training ●●●●●
- Resources ●●●●●
- Status (Lucifuge) ●●●●●
-
-

FLAWS

TACTICS

HEALTH

●●●●●○○○○○○○○○○

WILLPOWER

●●●●●○○○○○○○○○○

MORALITY

10 ☐ 9 ☐ 8 ☐ 7 ☒ 6 ☒ 5 ☒ 4 ☒ 3 ☒ 2 ☒ 1 ☒

Size 5
 Speed 9
 Initiative Mod 5
 Defense 2
 Armor _____

WEAPONS

DICE MOD

EQUIPMENT

DICE MOD

Experience _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure •
 Size = 15 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

A T T R I B U T E S

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 15 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

Tommy Lansetta

Quotes: “Do you know who I am?”

“That sounds like a plan. A stupid plan, but definitely a plan.”

“Booooooring. Can we just kill this douche already?”

Virtue: Faith. Life tends to go Tommy’s way, so clearly *someone* is looking out for him.

Vice: Gluttony. Bigger, faster, more. More food, more speed, more women, more whatever. It’s never enough.

Background: Tommy’s dad never had much time for him, and when he was around it was better to be seen than heard. He didn’t always know what his father did for a living, only that he was a man who commanded respect. Even still, Tommy grew up proud, so proud that he couldn’t wait to fight the old man on everything. His father is absolutely certain Tommy is good for nothing but trouble, exactly the kind of guy you don’t want in the family. Despite their combative relationship, Tommy still enjoys a life of privilege: money, cars, access to the best clubs and the family lawyer for when he bites off more than he can chew. He also has any number of “uncles” – half of which aren’t even remotely related to him – who prove useful for getting into and out of all kinds of trouble. Even though he gets along with most of them, everyone is very aware where their loyalties lie. To them, Tommy’s a good kid who they’ve watched grow into a royal pain in the ass, but if asked they’d put two bullets in the back of his head without a second thought.

Now that he’s found the Vigil – or more to the point, it found him – Tommy has a new way to get his kicks. Lucky for him, he found a few other hunters on the side that don’t take this whole monster business so seriously. On the other hand, Tommy is the little guy on Ashwood Abbey’s totem pole, and he doesn’t feel afforded the respect he deserves. This, among other reasons – not the least of which, a certain lawyer who fills out a skirt in the nicest way – is why Tommy stays with the Keepers. He’d be hard pressed to admit he considers any of them friends, but looking at everyone else he hangs with, he doesn’t know anyone else who gets him.



Description: Tommy's good looking and full of himself. He doesn't walk; he struts. Very few situations arise that can't be eased over with a wink and a smile. He may not be his father's favorite son, but that doesn't stop him from using his status whenever convenient. That it ticks off the old man is a bonus.

Roleplaying Hints: The well might not run very deep, but you're certainly not dumb. Always be blunt and to the point, often abrasively so. In your experience, hurt feelings heal a lot faster than stupid does. You don't get why the others are so mopey about this whole hunting monsters thing. It's not a burden – it's a damn riot, and you're actually doing something good for the world. Imagine that.



HUNTER

THE VIGIL

Name: Tommy Lansetta Concept: Mob Brat Profession: Criminal
 Player: _____ Virtue: Faith Cell: The Keepers
 Chronicle: _____ Vice: Gluttony Compact/ Ashwood Abbey
 Conspiracy: _____

ATTRIBUTES

POWER	INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
FINESSE	WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESISTANCE	RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

SKILLS

MENTAL

(-3 unskilled)

- ☐ Academics ●●●●●
- ☐ Computer ●●●●●
- ☐ Crafts ●●●●●
- ☐ Investigation ○○○○○
- ☐ Medicine ○○○○○
- ☐ Occult ○○○○○
- ☐ Politics ●●●●●
- ☐ Science ○○○○○

PHYSICAL

(-1 unskilled)

- ☐ Athletics ●●●●●
- ☐ Brawl ●●●●●
- ☐ Drive ○○○○○
- ☐ Firearms ○○○○○
- ☒ Larceny *B & E* ●●●●●
- ☐ Stealth ●●●●●
- ☐ Survival ○○○○○
- ☐ Weaponry ●●●●●

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ○○○○○
- ☐ Empathy ○○○○○
- ☐ Expression ○○○○○
- ☐ Intimidation *Do You Know Who I Am?* ●●●●●
- ☐ Persuasion ○○○○○
- ☐ Socialize *I'm Kind of a Big Deal* ●●●●●
- ☒ Streetwise ●●●●●
- ☐ Subterfuge ●●●●●

OTHER TRAITS

MERITS

- Barfly* ●●●●●
- Contacts (The Family)* ●●●●●
- Favored Weapon* ●●●●●
- Iron Stamina* ●●●●●
- Professional Training* ●●●●●
- Status: Ashwood Abbey* ●●●●●
-
-
-

FLAWS

TACTICS

HEALTH

●●●●●○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WILLPOWER

●●●●●○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MORALITY

10 ☐ 9 ☐ 8 ☐ 7 ☒ 6 ☒ 5 ☒ 4 ☒ 3 ☒ 2 ☒ 1 ☒

Size 5
 Speed 10
 Initiative Mod 4
 Defense 2
 Armor _____

WEAPONS

Lucky Knife- Dmg (L), Sz 1, Spcl Favored Weapon

DICE MOD

EQUIPMENT

Knife (Favored Weapon), Multi-Tool, Narcotics

DICE MOD

Experience _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure •
 Size = 15 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

HUNTER

THE VIGIL

Name: Tommy Lansetta Concept: Mob Brat Profession: Criminal
 Player: _____ Virtue: Faith Cell: The Keepers
 Chronicle: _____ Vice: Gluttony Compact/ Ashwood Abbey
 Conspiracy: _____

ATTRIBUTES

POWER	INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
FINESSE	WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESISTANCE	RESOLVE	●●●●●	STAMINA	●●●●●	COMPOSURE	●●●●●

SKILLS

MENTAL

(-3 unskilled)

- ☐ Academics ●●●●●
☐ Computer ●●●●●
☐ Crafts ●●●●●
☐ Investigation ○○○○○
☐ Medicine ○○○○○
☐ Occult ○○○○○
☐ Politics ●●●●●
☐ Science ○○○○○

PHYSICAL

(-1 unskilled)

- ☐ Athletics ●●●●●
☐ Brawl ●●●●●
☐ Drive ○○○○○
☐ Firearms ●●●●●
☒ Larceny *B & E* ●●●●●
☐ Stealth ●●●●●
☐ Survival ○○○○○
☒ Weaponry *Knife* ●●●●●

SOCIAL

(-1 unskilled)

- ☐ Animal Ken ○○○○○
☐ Empathy ●●●●●
☐ Expression ○○○○○
☐ Intimidation *Do You Know Who I Am?* ●●●●●
☐ Persuasion ●●●●●
☐ Socialize *I'm Kind of a Big Deal* ●●●●●
☒ Streetwise ●●●●●
☐ Subterfuge ●●●●●

OTHER TRAITS

MERITS

- Barfly* ●●●●●
Contacts (The Family) ●●●●●
Favored Weapon ●●●●●
Iron Stamina ●●●●●
Professional Training ●●●●●
Status (Ashwood Abbey) ●●●●●
Allies (Ashwood Abbey) ●●●●●
Resources ●●●●●
 ○○○○○

FLAWS

TACTICS

Moral Support

HEALTH

●●●●●●●●●●●●●●
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILLPOWER

●●●●●●●●●●●●●●
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

MORALITY

10 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 9 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 8 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 7 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 6 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 5 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 4 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 3 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 2 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 1 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Size 5
 Speed 10
 Initiative Mod 4
 Defense 2
 Armor _____

WEAPONS

Lucky Knife- Dmg (L), Sz 1, Spcl Favored Weapon

DICE MOD

EQUIPMENT

Knife (Favored Weapon), Multi-Tool, Narcotics

DICE MOD

Experience 37

Storyteller Advice

Hunter: The Vigil presents many unique challenges, and the scope of the game can be intimidating. All sorts of good advice, general and specific, can be found throughout the Storytelling chapter of **Hunter: The Vigil**. This section focuses on those specific challenges and rewards regarding the Keepers.

Practical Experience

One of the special concerns facing a Storyteller is the characters' practical experience. What has this group seen, and what have they learned? Take some time to discuss the relative experience of the group with your troupe; if you're using the starting version of the characters, this may be a short discussion: other than settling within their various compacts and conspiracies, maybe they haven't seen much action.

If you're running the seasoned versions of the characters, take some extra time and get a grip on how far the Keepers have gone. Have each player write down an idea and submit it to the group, or go around the circle each adding a detail to an ongoing case. This is a good opportunity to let the players step into the characters and make them their own.

Compact vs. Conspiracy

Another problem unique to **Hunter: The Vigil** is the power difference between compact and conspiracy. Why *wouldn't* someone want access to the relative superpowers of Endowments? Story is a strong motivator. Superpowers are cool, but going up against the night with only your wits and will is a major theme in **Hunter**. On the other hand, so is treading the fine line between humanity and monstrosity. How long before Doug's Thaumatechnology or Janice's Castigations make them less human? Is it already too late? For balance, Doug and Janice's Endowments aren't game-breaking. Lucy's access to equipment, Tommy's connections and Victor's "gift" are also advantageous.

If your players just don't like the relative imbalance, consider making an all-conspiracy group. Lucy could be inducted into Task Force: VALKYRIE, Victor could find solace in the strange chemistries of the Ascending Ones and Tommy's thirst for ad-

venture could find him a home among the ranks of the Aegis Kai Doru. Going the other way, Janice's temperament and methodology wouldn't be out of place among the Loyalists of Thule, and Doug's urge to belong is ripe for the Long Night.

Chain of Command

Another feature of the compacts and conspiracies is that they have a clear chain of command in most areas. Even if Doug is the only Cheiron agent in the area, he has a phone that he is to answer and a voice on the other end he has to obey. The Union may not be so strictly outlined as the corporate framework of Cheiron, but they will still want Lucy to actively participate in Union business. For all its adolescent excess, the Ashwood Abbey is populated by some very important people, people who are very much used to being listened to. Their fraternal society trappings are no less mandatory for Tommy. The Keepers have found reason and solace to stick together, but their respective agencies may be less respectful of that bond. The question may be put to all of them at some point: where do their loyalties lie?

Adding and Subtracting

Don't have five players? No problem. Let the players chose their favorites, and any leftovers may be part-time allies in the Vigil – or an early casualty. If you have more than five players, that's a little trickier. Was someone else there that night in the alley? Lucy's partner? Doug's? Another detective? A friend of Tommy's? While all of these make easy enough insertions, you may want to avoid doubling up professions. Maybe another club-goer was kept for questioning, or maybe the extra members were brought in after the fact: a trusted confidant, a lover or a friend. The burden is on you and the players why they take up a candle in the night, but anyone is only one bad night from the Vigil.

Storytelling Adventure System Tie-Ins

While built to be a wholly competent cell with a wide range of skills, seeds can be planted within each of the characters to tie them into any of the **Hunter: The Vigil** SAS products already available. Specifically, the Keepers are tailor made to

investigate the bloody trail of slashers and madness found in **Murder Will Out**. Not only do they have the skills necessary, but each character has at least one relationship for the subtle but monstrous Donald Aitcheson to exploit. Victor's family being acquainted with the Ostroevich family or Doug's missing uncle provide ties to **Bad Night on Blackmoon Farm**. Lastly, it wouldn't take much to infer a connection for any or all of the characters to Sarah Schuman from **Under The Skin** (or worse, Lucy's daughter might make a more tempting target for Wastes of Civilization).

Storytelling the Keepers

Beyond the ready-made SAS products available, the Keepers have their own stories to tell. Where do they go from the alley behind that club? They seem to have encountered a vampire; does she have a master or paramour interested in revenge? Maybe they want to recruit the cell instead? Was it even a vampire? How do they establish themselves as hunters, and who do they anger along the way?

If you don't already have a clear vision in mind, talk to the players. What kind of game do they want? Are they looking for a story that highlights the slippery slope of the Vigil? Are they looking for a game with high stakes and even higher action, or the slow creeping horror of paranoia and blame as the cell's secrets come to light?

Story Seeds: The Hunters

Story seeds for the individual Keepers come from three primary directions: professional, personal and organizational. Examples for each character follow.

Lucy

- Lucy travels with a partner for at least eight hours a day. Is this relationship a complication or an untapped resource? The gaps in her stories and the excuses and hushed phone calls are eventually going to add up enough to make anyone suspicious. Reasonable suspicion leads him to think she's on the take or otherwise entangled with the wrong side of the law. What if he reports her? What if he wants in?

- Lucy has an enormous family. Her family introduced her to the Union, and are everything she's looking to protect. How many of them are hunters? On the other hand, are any of them connected to monsters? What about gangs or drugs? Her daughter Dawn is growing up quick, and as Lucy spends her nights away, are her aunts and uncles helping or hindering her daughter's development? Additionally, Lucy's mother resides in the Green Fields Retirement Home, which ups the ante for the events found within the **Murder Will Out SAS**.

- As mentioned above, the Union acts as an extension of Lucy's family. How would Lucy feel if another member of the family tells Dawn too much? What if Lucy is away when the Union takes a big hit at home? Will they add more pressure on her to stay close to the neighborhood?

Doug

- Doug's got a partner too – actually, a whole team that he works with in his “day job.” Furthermore, Doug is frequently going to have to patch his cell up. Where is he getting the supplies? No matter how hard he struggles to keep his nose clean, eventually Doug is going to need the kind of life-saving equipment that only hospitals provide. How does he report the loss without an ambulance call associated with it?

- Doug has discovered he isn't the first in his family to take up the Vigil. His uncle David was a member of a local cell called the Dockworkers' Association, but “retired” to the rural suburbs outside the city a few years ago. If the characters take the midnight run to Blackmoon Farm, Doug might find he has extra reason to get involved, which ties him into the **Bad Night at Blackmoon Farm SAS**.

- Doug works for a company now. The parts they put in him are rare and expensive, and they're going to want results eventually. Alternately, they might provide leads for the group, prodding Doug out the door in the directions they want. Questions are bound to come up over where and how Doug is getting all this information.

Victor

- Victor sees dead people, but he convinces himself it's just his own intuition. The deeper he dives into the Vigil, the more he will be confronted with increasing evidence that it's not just an overactive imagination and some good hunches. What happens the first time he goes to a particularly grisly scene or a genuinely haunted house?

- Victor's girlfriend is a vampire. It started as a way to collect information about their curious breed, but now he finds himself increasingly enamored with her. Can the Keepers uncover his strange behavior before he falls prey to the foul succubus? Is it possible the creature has genuine feelings for Victor?

- Null Mystery has ideological divisions that run deeper than many think. Most seem to believe that they will deny the existence of monsters right up to when it kills them. Victor only denies that the so-called supernatural is beyond science. What look like "monsters" are just anomalies, mutations and one-hundred-percent natural. His point of view isn't popular with some of his fellows, and he's bound to bump heads with his colleagues.

Janice

- Janice maintains a private practice that allows her flexibility in her schedule. That doesn't mean she's going to be on hand every time the cell wants her; her clients pay her a lot of money to be at their beck and call. The Lansetta family doesn't care who (or what) she's related to when it comes to getting the D.A. off their back. Furthermore, Janice may have more legitimate clients, but she makes most of her money defending known criminals. How does her conscience hold up? Is anyone looking for a little revenge against the Lansettas or the lawyer that gets them back on the street? How does either side of this coin affect her relationship with Lucy and Tommy?

- Janice doesn't have a personal life. It's partially to protect others from her twisted heritage, but deep down she's protecting herself.

She doesn't want to lose anybody close to her through action or inaction, so she doesn't let anyone get close to her. Her luxury apartment and posh office have become a prison she's built for herself. This isn't the absence of story, this is her story. Could the Keepers be the best thing that's ever happened to her?

- Someone tried to kill Janice on her 18th birthday, and they may just be waiting for another chance to try. The Lucifuge have members of their bloodline that don't take up the good fight. Finding out another member of the seventh generation lives in the area has special implications for Janice. Are they here to finish the job? Or maybe they can confuse her with stories of evil Lucifuge versus the relative freedom of the unfettered sons and daughters of Lucifer.

Tommy

- Tommy might not be in the "family" when it comes to their mafia activity, but he's still in the family. Sometimes that works for him; some of the guys are more game than others to run scams with Tommy or give him a leg up when it comes to getting guns, women or drugs. Others think the best thing that could happen to Papa Lansetta is for Tommy to fall onto some bullets in a dark alley.

- Dad's business runs through a lot of dirty channels, and somewhere along the line he's likely to deal with the supernatural underbelly of the World of Darkness. Maybe Tommy can irritate his father by taking down a few of his nocturnal business partners, or maybe Tommy can angle for his father's approval by saving him from some creature of the night.

- The members of the Ashwood Abbey are a disturbed bunch with a taste for trouble that's deeper than even Tommy's. He doesn't dig being low man on their totem pole, but at the same time he's drawn to their power and privilege. Similarly, they're drawn to Tommy, or more specifically Tommy's last name. What will Tommy do as they start demanding more of his time? What will the Keepers do? When they ask how far he'll go, which side will Tommy choose?