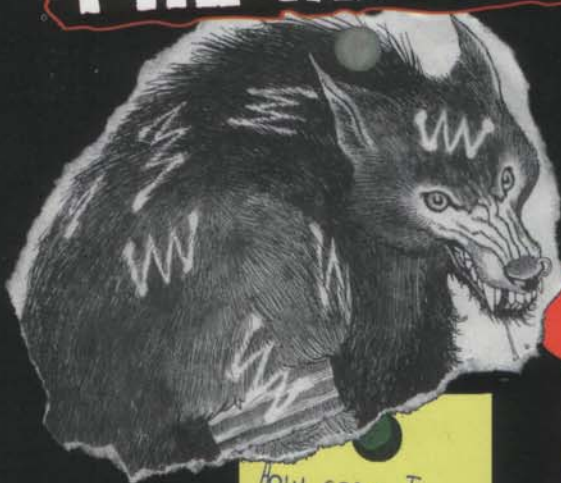


HUNTER THE RECKONING Net

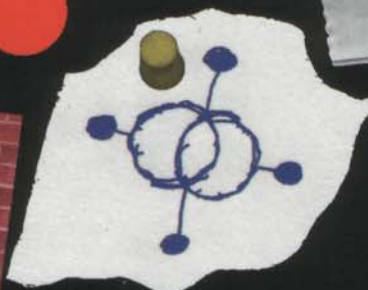


How come I
know what these
symbols mean?

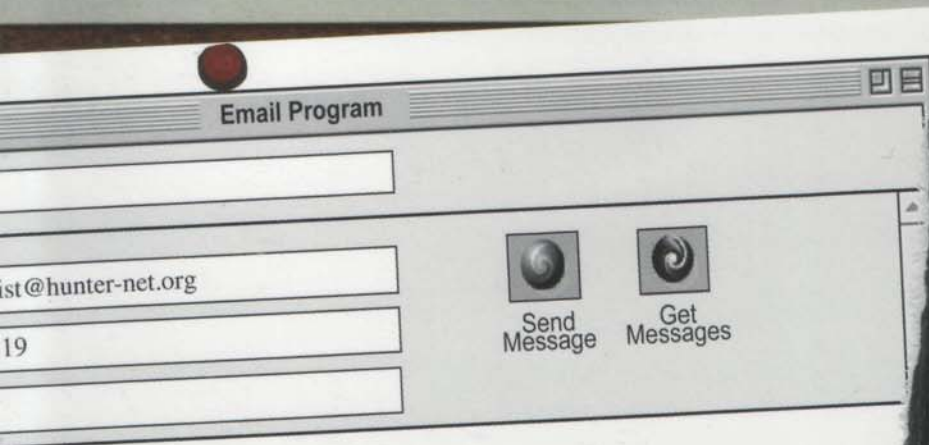


second sight
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sort of black a
through their v
others were al
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Activities: W
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nocturnal,"ou



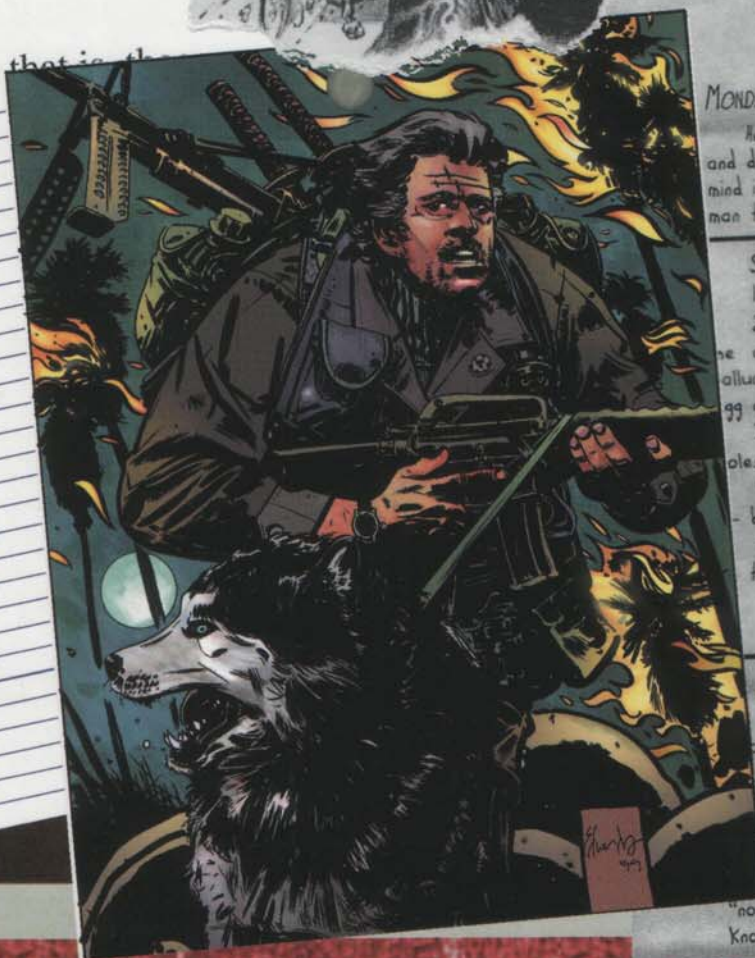
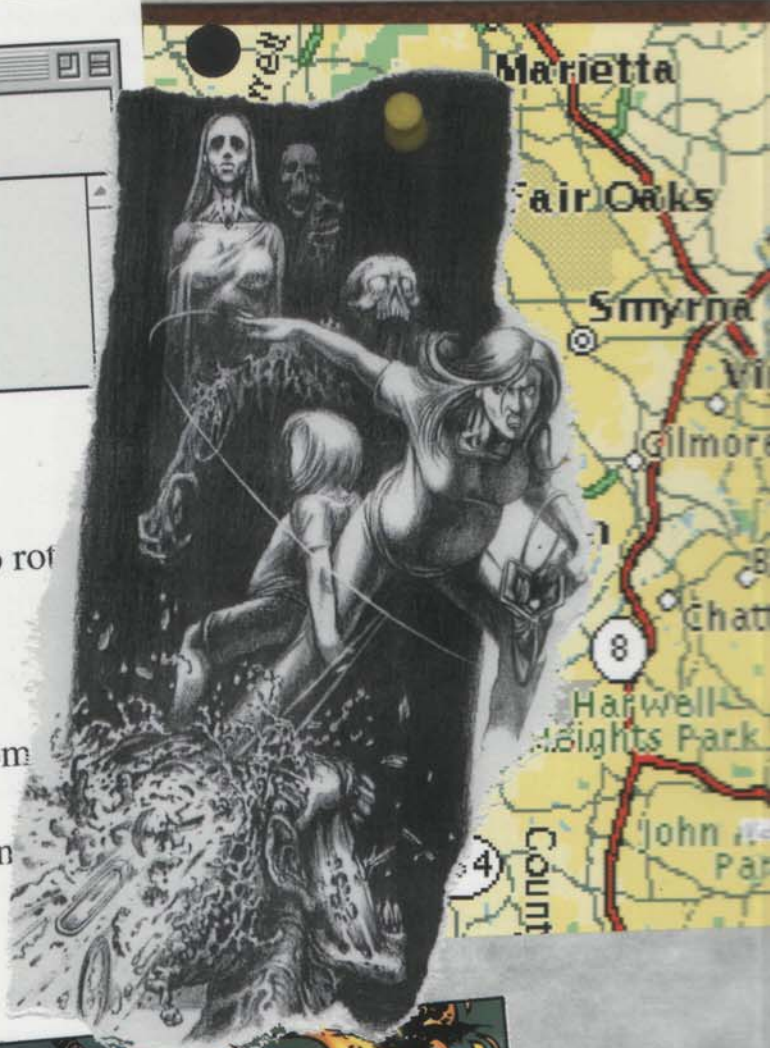
Storytellers Screen



ts appear normal to ordinary sight. They are
ble. They seem far less common than invisibles,
n as flickers. Rots are generally pale: Even Negro rot
ound their lips and the palms of their hands.

) there beings appear as decomposing, walking
of the rots I have seen were further infused with som
ra—as if they had oil instead of blood coursing
eins. Some of them had very little of this inky plas
most completely covered, Only a minority was
e of it.

th the exception of the "uneta"
e inky plas
law"



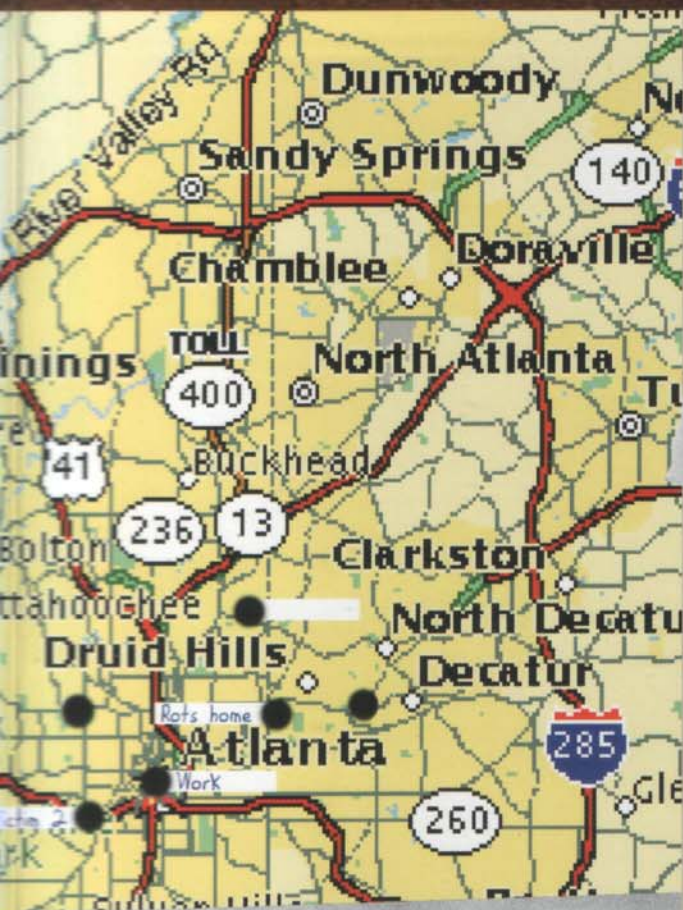
MONDAY

Here's the question for
and drug dependency, but
mind isn't working right. But
man trying to bondage a

SAVE

- 1) I still seem able to
- 2) I didn't get any a
ne over the edge (other
allucinations, I guess —
egg question, isn't it?)
- 3) I had a good
olestation or anything
- 4) No drugs, except
- but nothing mind alter
- 5) I just had a che
the doctor.

Let's see. I guess
1. I'm off my nut, b
could be locked up i
2. My reasoning mind
leader's Digest abou
ed on them so that w
s lately, but I suppo
— subtle. Everything
"normal" and "abnormal"
Know anyone I could a
7. T.



Dear Mr. Wilson:

Your failure to appear at your divorce arbitration hearing has left me with no choice but to pursue this separation in court. Please be aware that your failure to return correspondence or appear for hearings only makes the process more difficult on your wife and children.

We will notify you when a court date has been set.

Sincerely,

Jerome Kelly

Jerome Kelly

JMK/wp

How do you know if you're going crazy or not? There's those questionnaires that ask you about going full bore, batshit, out of touch with reality NUTS? By the way, the mind is the only instrument I've got for examining my own mind. It's like a mirror on his palm. My mind keeps tripping over itself.

NOT SANE

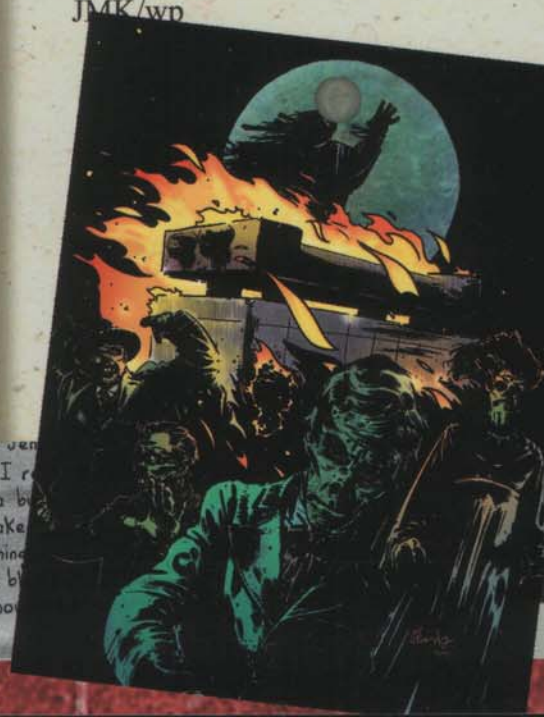
1) I heard voices in my head that sounded like schizophrenia.

2) I saw Jen Salier, and I know for eight months. That sounds like delusions or something.

3) I saw Bill Kilgusman looking like a hallucination too.

Is that the way it starts? One day, along like normal, and the next day you're goblins popping out of the woodwork? But well, I'm happily married, my kids are great, I just got a sweetheart deal refinancing my house. I go crazy?

There are three possibilities. 1) I'm having a psychotic episode. (Shit, even that stuff about the good wife and the kids could be a hallucination somewhere. I guess. Still, everything seems real, except for the fact that I'm not sure I'm okay, but for some reason I'm perceiving things that aren't real. I think I remember some guy who was taking a business trip, and his luggage somehow got a bit weird when he put on his drug soaked pants he started to freak out. I haven't taken anything's possible. I didn't feel any disorientation though, and the weird things he said looked normal and hard edged and okay, except for Jen and Bill. There was no blood. If I was really "tripping," wouldn't EVERYTHING get weird? I just don't know.



Burns

er, Kelly & Burns
neys at Law
tree Courts, Suits 200
eachtree Road
ta, Georgia, 30305

us no choice
continued
es this process



Welcome to Hunter-Net

PROLOGUE: "INHERIT THE EARTH"

That was the first thing they said to me, the first time I was "contacted." In that moment a horrendous relation befell me. The world was not what it had always seemed. The life I'd led had been an illusion. Job, my family, my dreams, they were all deceptions. All the reassurances that my parents and then society made — that there was nothing to fear, that everything would be okay — were a lie. What happened to me? What am I talking about? It all comes down to this: Monsters are real. They exist. I've seen them.

I don't mean "people can be monsters," or "the human dark side is monstrous" or "society creates its own monsters." That's all bullshit. I mean walking and in some cases living creatures, neither man nor machine, exist, hide in the shadows and prey upon people. When you were a kid and afraid of things under your bed or outside your window, you were right to be scared. They were there, watching, waiting. As we grew up, we just turned a blind eye in a subconscious effort to remain sane, to refuse to believe that monsters prowled the night. They do.

expect you to believe
n't understand if the
upon them for so long
ose of you who unde
lences. We're trapped
creatures responsible

NOT ALONE

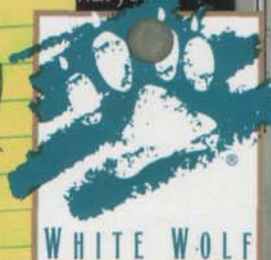
et me back up a bit, to a
t look anywhere without
a shambling man-beast
g person's body. They hid
nd who to spare, who to s
ver happening. But now
sten. They refuse to belie
me guess: Your family w
s avoid you these days; you
p your job when you attack
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ilt, disturbing the peace or o
is really are, or why you attac
s have you within reach.

That's fine;
have been
you have
backs and
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oose who
— no idea
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out." Co
it's hard
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that your

Hammer
CrawBAR
Gas Can
Matches
binoculars
knife
Powers
Rope
Candy BARS
WAKE-UPS
fill up car
Alarm System for house

Skills - lots!



ACTION CHART

ACTION	EXAMPLE	DESCRIPTION
Simple	Throwing a punch, dodging a bullet	A one-shot chance of success or failure; success is determined by a single roll. The Storyteller determines the difficulty and the Traits that form the dice pool. Automatic success is possible.
Extended	Mountain climbing, tracking in woods	Task stretches over a period of time and each stage renews the chance for failure or success. You make several rolls with the goal of collecting a stated number of successes. This procedure increases the chance that you might fail.
Resisted	Pickpocketing or disarming someone	Action pits two characters against each other. Each player rolls versus a common difficulty number, or one based on the opponent's Traits. The two compare successes and the difference between those determines the degree of success.
Extended & Resisted	Tailing someone evasive, wrestling	Using the resisted-action rule, the players roll repeatedly in order to acquire successes. The first to reach the total set by the Storyteller wins.

TARGETING CHART

Target Size	Difficulty	Damage
Medium (leg, arm, briefcase)	+1	No modifier
Small (hand, head, weapon)	+2	+1
Precise (eye, heart, padlock)	+3	+2

ARMOR CHART

Class	Armor Rating	Penalty
Class One (reinforced clothing)	1	0
Class Two (armor T-shirt)	2	1
Class Three (Kevlar vest)	3	1
Class Four (Flak jacket)	4	2
Class Five (full riot gear)	5	3

DIFFICULTIES

3	Easy — running on flat pavement
4	Routine — finding a number in the phone book
5	Straightforward — telling a little white lie to a stranger
6	Standard — firing a gun, highway driving, tracking
7	Challenging — driving in city traffic
8	Difficult — driving in a car chase
9	Extremely difficult — maneuvering a U-turn at 60 mph

DEGREES OF SUCCESS

One Success	Marginal — good enough for now
Two Successes	Moderate — you did okay
Three Successes	Complete — task accomplished perfectly
Four Successes	Exceptional — you get a bonus
Five+ Successes	Phenomenal — nobody does it better

COMBAT SUMMARY CHART

Stage One: Initiative

• Everyone rolls initiative. Declare actions in descending numerical order, including multiple actions, activation of hunter powers or Willpower use. The character with the highest initiative attempts her action first. You may yield your turn until later in the initiative queue. With a successful Willpower roll or the expenditure of a Willpower point, your character can defend against an attack in exchange for her normal action. This defensive action takes place at the same time as the attack, no matter when your established initiative falls.

Stage Two: Attack

- Unarmed close combat, roll Dexterity + Brawl.
- Armed close combat, roll Dexterity + Melee.
- Ranged combat (guns), roll Dexterity + Firearms.
- Ranged combat (thrown weapons), roll Dexterity + Athletics.

Stage Three: Resolution

• You determine the damage inflicted by attacks, based on weapon type or maneuver, adding any extra dice gained from successes on the attack roll to the damage dice pool.

- Targets may attempt to soak damage, if possible.
- The Storyteller describes the attack and wounding in narrative terms.

COVER CHART

Cover Type	Difficulty Increase
Light (lying prone, behind streetlight)	+1
Good (behind car)	+2
Superior (around a corner)	+3

EXPERIENCE COSTS

Trait	Cost
New Ability	3
Attribute	current rating x 4
Ability	current rating x 2
Willpower	current rating

HOLDING BREATH

Stamina	Holding Breath
1	30 seconds
2	One minute
3	Two minutes
4	Four minutes
5	Eight minutes

RANGED WEAPONS CHART

Type	Damage	Range	Rate	Clip	Conceal
<i>Example</i>					
Revolver, Lt. SW M640 (.38 Special)	4	12	3	6	P
Revolver, Hvy. Colt Anaconda (.44 Magnum)	6	35	2	6	J
Pistol, Lt. Glock 17 (9mm)	4	20	4	17+1	P
Pistol, Hvy. Sig P220 (.45 ACP)	5	30	3	7+1	J
Rifle Remington M-700 (30.06)	8	200	1	5+1	N
SMG, Small* Ingram Mac-10 (9mm)	4	25	3	30+1	J
SMG, Large* HK MP-5 (9mm)	4	50	3	30+1	T
Assault Rifle* Steyr-Aug (5.56mm)	7	150	3	42+1	N
Shotgun Ithaca M-37 (12-Gauge)	8	20	1	5+1	T
Shotgun, Semi-auto Fiachi-Law 12 (12-Gauge)	8	20	3	8+1	T
Crossbow**	5	20	1	1	T

Damage: Indicates the damage dice pool. Firearms deliver lethal damage against mortals. The type of damage may vary against supernatural enemies.

Range: This number represents the practical shot range in yards (difficulty 6). Your character may fire at twice this distance, but attacks are considered long range (difficulty 8).

Rate: The maximum number of bullets or three-round bursts a gun can fire in a single turn. This rate does not apply to full-auto or strafing attacks.

Clip: The number of shells a gun can hold — the +1 indicates a bullet can be held in the chamber, ready to fire.

Concealment: P = Can be carried in pocket; J = Can be hidden in jacket; T = Can be hidden in trench coat; N = Cannot be concealed at all.

*Indicates the weapon is capable of three-round bursts, full-auto and strafing.

**Crossbows require five turns to reload. A character may use a crossbow to attempt to stake a creature with a targeted shot.

MELEE WEAPONS CHART

Weapon	Damage	Conceal
Sap+	Str +1	P
Club+	Str +2	T
Knife	Str +1	J
Sword	Str +2	T
Small Ax	Str +2	T
Large Ax	Str +3	N
Stake*	Str +1	T

Weapon: Your character may use many other items as weapons (meat cleaver, pencil, razor, chair). Apply the listing above that approximates the weapon used.

Concealment: P = Can be carried in pocket; J = Can be hidden in jacket; T = Can be hidden in trench coat; N = Cannot be concealed at all.

+ Blunt objects inflict bashing damage unless targeted at the head (see Targeting, p. 192). If so, they may inflict lethal damage.

* The attacker must target the heart (difficulty 9).

CLOSE COMBAT MANEUVERS TABLE

Maneuver	Traits	Accuracy	Difficulty	Damage
Bite	Dex + Brawl	Normal	Normal	Str
Block	Dex + Brawl	Special	Normal	(R)
Clinch	Str + Brawl	Normal	Normal	Str (C)
Disarm	Dex + Brawl/ Melee	Normal	+1	Special
Dodge	Dex + Dodge	Special	Normal	(R)
Hold	Str + Brawl	Normal	Normal	(C)
Kick	Dex + Brawl	Normal	+1	Str +1
Parry	Dex + Melee	Special	Normal	(R)
Scratch	Dex + Brawl	Normal	Normal	Str
Strike	Dex + Brawl	Normal	Normal	Str
Sweep	Dex + Brawl/ Melee	Normal	+1	Str (K)
Tackle	Str + Brawl *	Normal	+1	Str +1 (K)
Weapon Strike	Dex + Melee	Normal	Normal	Weapon

(C): The maneuver carries over into successive turns.

(K): The maneuver causes a knockdown.

(R): The maneuver reduces an opponent's attack successes.

RANGED COMBAT MANEUVERS TABLE

Maneuver	Traits	Accuracy	Difficulty	Damage
Automatic Fire	Dex + Firearms	+10	+2	Weapon
Multiple Shots	Dex + Firearms	Special	Normal	Weapon
Strafing	Dex + Firearms	+10	+2	Weapon
3-Round Burst	Dex + Firearms	+2	+1	Weapon
Two Weapons	Dex + Firearms	Special	+1/ off-hand	Weapon

EDGE COSTS CHART

Level of Edge	Virtue Point Cost per Level	Total Virtue Points Required
One	One	One
Two	Two	Three
Three	Three	Six
Four	Four	Ten
Five	Five	N/A

EXPLOSIVES CHART

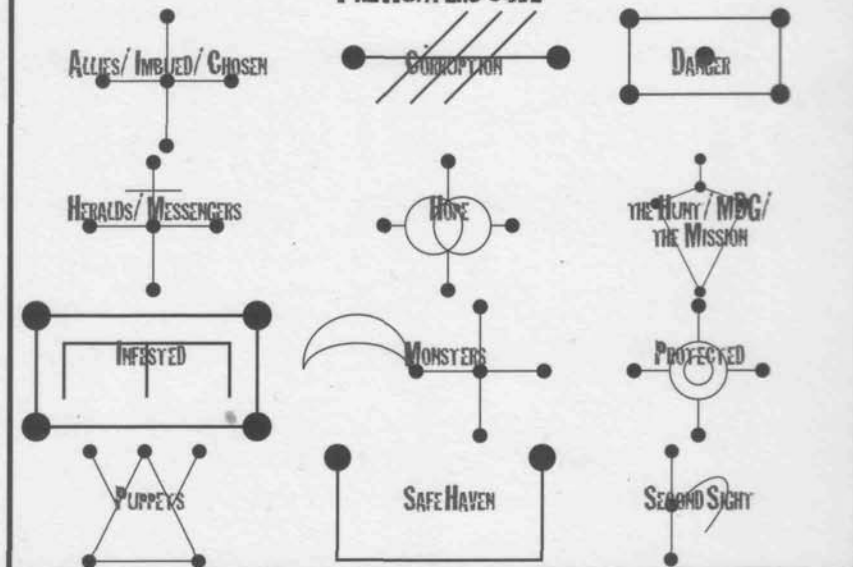
Type	Damage	Conceal
Example		
Incendiary*	4	P
Molotov Cocktail		
Concussion**	8	P
Concussion Grenade		
Shredding	10	P
Shrapnel Grenade		
Single Destructive	15	P
Stick of Dynamite		
High Explosive+	20	Variable
Plastique		

*Incendiary devices ignite the target (see Fire). Damage delivered by the explosion is bashing, though damage caused by the fire is lethal.

**Concussion explosives deliver bashing damage and knock the target down (see Knockdown).

+Timed or triggered bombs that hold a variable amount of dynamite, plastique or other explosive cause damage to surrounding structures and ignite flammable materials, which complicates damage. The figures listed are suggestions only.

THE HUNTERS CODE



HEALTH CHART

Health Level	Dice Pool Penalty	Movement Penalty
Bruised		Slightly battered; your character suffers no movement or dice-pool penalties.
Hurt	-1	Superficially hurt; your character suffers no movement penalties.
Injured	-1	Hurt; your character's movement is impaired slightly (halve maximum running speed).
Wounded	-2	Significantly hurt; your character may not run, though he may still walk or jog.
Mauled	-2	Badly hurt; your character may hobble no more than three yards per turn.
Crippled	-5	Extremely hurt; your character may crawl no more than one yard per turn.
Incapacitated		Dirly hurt; possibly unconscious; your character may do nothing and may take no actions. If unconscious, only certain reflexives such as soak may be attempted.
Dead		What more is there to say? What will your next character be like?

HEALING TIMES FOR BASHING DAMAGE

Health Level	Recovery Time
Bruised to Wounded	One hour each
Mauled	Three hours
Crippled	Six hours
Incapacitated	12 hours

ELECTRICITY DAMAGE CHART

Health Levels/ Turn	Electrical Source
One	Minor; wall socket
Two	Major; vehicle battery
Three	Severe; protective fence, junction box
Four	Fatal; main feed line, subway rail

FALLING DAMAGE

Feet	Save Roll	Difficulty	Damage Dice
10	Dex + Athletics	7	2 (bashing)
20	Dex + Athletics	8	5 (bashing)
30	Dex + Athletics	9	10 (bashing)
40	None	—	10 (lethal)
50	None	—	10 (lethal)
60	None	—	10 (lethal)

HEALING TIMES FOR LETHAL DAMAGE

Health Level	Recovery Time
Bruised	One day
Hurt	Three days
Injured	One week
Wounded	One month
Mauled	Two months
Crippled	Three months
Incapacitated	Five months

FIRE DAMAGE

Health Levels /Turn	Size of Fire
One	Clothing or hair on fire; body part exposed to torch or similar small fire
Two	Bonfire; half the body exposed to extensive flames
Three	Inferno; entire body engulfed in raging fire

FEATS OF STRENGTH

Strength	Feat	Lift
1	Break a window	40 lbs.
2	Break a wooden chair	100 lbs.
3	Break open a wooden crate	250 lbs.
4	Break a 2" x 4" board	400 lbs.
5	Bend open steel chain links	650 lbs.
6	Break a steel fence	800 lbs.
7	Overturn a small car	900 lbs.
8	Bend steel bars	1000 lbs.
9	Break through a cement wall	1200 lbs.
10	Tear free steel rivets	1500 lbs.
11	Bend 1" sheet metal	2000 lbs.
12	Break a metal lamp post	3000 lbs.
13	Overturn a station wagon	4000 lbs.
14	Overturn a van	5000 lbs.
15	Overturn a truck	6000 lbs.

VEHICLE TYPES

Vehicle	Safe Speed	Max Speed(mph)	Maneuver
Bus	60	100	3
18-Wheeler	70	110	4
6-Wheel Truck	60	90	3
Tank (modern)	60	100	4
Tank (WWII)	30	40	3
Compact	70	130	6
Sporty Compact	100	140	7
Sedan	70	120	5
Luxury Sedan	85	155	7
SUV	70	115	6
Midsize	75	125	6
Minivan	70	120	6
Sport Coupe	110	150	8
Sports Car	110	160	8
Formula-One Racer	140	240	10