

# T'HE RECKONING Net

How come I Know what these symbols mean? corpses. Many sort of black a through their y others were al completely free

Subject: Rots

To:

Hunter

Doctor

Activities: W who lacked th nocturnal,"ou

Storytellers Screen

Email Program		
		-
st@hunter-net.org	Get Get	
19	Send Get Message Messages	

ts appear normal to ordinary sight. They are ble. They seem far less common than invisibles, on as flickers Rots are generally pale: Even Negro rot bund 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 plasn host complerely covered, Only a minority was e of it.



## MONDAY

Marietta

air)Oaks

0

18igh

Smyrn

imor

Chat

alwalls

its Park

here's the question to and drug dependency but mind isn't working ret but man trying to bondows a c

#### SAVE

1) I still seen able to 2) I didn't get any sub or over the edge (other allucinations, I aways - to gg question, isn't all)

3) I had a social plestation or anything 4) No drugs except as

but nothing mind after 5) I just had a cher the doctor.

Let's see I guess 1. I'm off my out m could be locked up a 2. My reasoning min leader's Digest about ed on them so that is lately, but I support - subtle Everything "normal" and "abnormal" Know anyone I could a



and as you know if you're going crazy or not? There's those questionnain and about going full bore, batshit, out of touch with reality MTS? By a the and is the only instrument I've got for examining my own mind. It's and as his pole. My mind Keeps tripping over itself.

make a logical orderly fashion.

ates shock that night have driven

er that the shock of seeing

out that's kind of a chicken and

childhood without traumas or

and pooze and prescription stuff and nothing illegal. when and nothing seemed weird

#### NOT SAVE

1) I heard voices in my head that That sounds like schizophrenia

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

3) I saw Bill Kilgowan looking lil sounds like a hallucination too.

Is that the way it starts. One day, along like normal and the next day you'r abbiling popping out of the woodwork? B well. I'm happily morried, my kids are I gust got a sweetheart deal refinanci would I go crazy?

(Shit, even that stuff about the good wife and the Kids of busion (Shit, even that stuff about the good wife and the Kids of busies somewhere. I guess. Still, everything seems real, except for ven the busies of the some reason I'm perceiving things that aren't real. I think I re source out for some reason I'm perceiving things that aren't real. I think I re source out on his drug soaked pants he started to freek out I haven't take and his drug soaked pants he started to freek out I haven't take or so soisble. I didn't feel any disorientation though, and the weird thing of a or and hard edged and okay, except for Jen and Bill. There was no bill I was really "tripping" wouldn't EVERYTHING get weird? I just don't know



Dear Mr. Wilson:

Your failure to appear at your divorce arbitration hearing has left but to pursue this separation in court. Please be aware that your failure to return correspondence or appear for hearings only mak more difficult on your wife and children.

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

Sincerely, Jerome Kelly Jerome Kelly r,Kelly & Burns neys at Law tree Courts, Suits200 eachtree Road ta, Georgia, 30305

Burns

us no choice ontinued s this process

#### http://www.hunter-net.org/home/home.html

Homepage History

# Welcome to Hunter-Net

Internet Browser: Hunter-Net - Home Page

Preferences

# PROLOGUE: "INHERIT THE EARTH"

That was the first thing they said to me, the first time I was "contacted." In that moment a horrendous lation befell me. The world was not what it had always seemed. The life I'd led had been an illusion. ob, my family, my dreams, they were all deceptions. All the reassurances that my parents and then ety 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 t. I've seen them.

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

Rope

prowled the night. They expect you to believe n't understand if the ipon them for so long ose of you who unde lences. We're trapped preatures responsible

### NOT ALONE

et me back up a bit, to a 't look anywhere withou a shambling man-beas gperson's body. They hi nd who to spare, who to s ver happening. But now sten. They refuse to belie me guess: Your family 's avoid you these days; yo p your job when you attack ally was. But then she know ilt, disturbing the peace or of is really are, or why you attain s have you within reach.

That's fine: ave been you have HAMMER ery night. through. Motches e walking pinoculars ing to an bose who - no idea e victims Canby BAR WAKE-ups Fill up car ed what Alarm System for honse ently for at vou SHEIBT

WHITE WOLF

DE

# ACTION CHART

A	STION	Example
Si	mple	Throwing a punch, dodging a bullet
Ex	stended	Mountain climbing, tracking in woods
Re	esisted	Pickpocketing or disarming someone
Ex	ttended & Resisted	Tailing someone evasive, wrestling

TARGETIN	IG 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

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

#### DEGREES OF SUCCESS

**One Success** Two Successes Three Successes Four Successes Five+ Successes

6

8

- Marginal good enough for now Moderate - you did okay Complete - task accomplished perfectly Exceptional - you get a bonus
- Phenomenal nobody does it better

DESCRIPTION	
A one-shot chance of success	or failure; su

Aon ccess is determined by a single mill The Storyteller determines the difficulty and the Traits that form the date pool. Automatic success is possible.

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 both Action pits two characters against each other. Each player rolls verses 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.

Using the resisted-action rule, the players roll repeatedly in order to acquire successes. The first to reach the total set by the Storyteller =

# 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 care 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 mill to the damage dice pool.

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

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

Exe	ERIENCE COSTS	Hot	DING BREATH
Trait	Cost	Stamina	Holding Breat
New Ability	3	1	30 seconds
Attribute	current rating x 4	2	One minute
Ability	current rating x 2	3	Two minutes
Willpower	current rating	4	Four minutes
in superior		5	Eight minutes

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

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

Damaga	Conceal
	p
	T
Str +1	I
Str +2	Ť
Str +2	Т
Str +3	N
Str +1	Т
tems as weapons (meat cleaver, pencil, razor	, chair). Apply the listing above that approximat
	Str +2 Str +2 Str +3 Str +1

+ 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).

	Cto	SE COMBAY 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 Stril	te Dex + Melee	Normal	Normal	Weapon
(K): The maneuver cau	ries over into successive turns ises a knockdown. uces an opponent's attack suc			
	Rang	ED COMBAT MANEUVERS T'ABLE		
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 CHAR	
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	Р
Molotov Cocktail		
Concussion**	8	Р
Concussion Grenade		
Shredding	10	Р
Shrapnel Grenade		
Single Destructive	15	Р
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.



# HEALTH CHART

Health Level	Dice Pool Penalty
Bruised	
Hurt	-1
Injured	-1
Wounded	-2
Mauled	-2
Crippled	-5
Incapacitated	
Dead	

**Movement Penalty** Slightly battered; your character suffers no movement or dice-pool penalties. Superficially hurt; your character suffers no movement penalties. Hurt; your character's movement is impaired slightly (halve maximum running speed). Significantly hurt; your character may not run, though he may still walk or jog. Badly hurt; your character may hobble no more than three yards per turn. Extremely hurt; your character may crawl no more than one yard per turn. Direly hurt: possibly unconscious; your character may do nothing and may take no actions. If unconscious, only certain reflexives such as soak may be attempted. 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

One

Two

Three

Four

Health Levels /Turn

One

Two

Three

#### ELECTRICITY DAMAGE CHART Health Levels/ Turn **Electrical Source** Minor; wall socket Major; vehicle battery Severe; protective fence, junction box Fatal; main feed line, subway rail

FIRE DAMAGE

i Alling Manage									
	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)					

EALINIO DAMAGO

# HEALING TIMESFOR LETHAL DAMAGE

Maneuver

5

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

# Crave of Cyprilly

1	FEATS OF STRENGTH			EHICLE YPES	
Strength	Feat	Lift	Vehicle	Safe Speed	Max Speed(mph)
1	Break a window	40 lbs.	Bus	60	100-
12 C	Break a wooden chair	100 lbs.	18-Wheeler	70	110
3	Break open a wooden crate	250 lbs. 📲	6-Wheel Truck	60	90
14	Break a 2" x 4" board	400 lbs. 📔	Tank (modern)	60	100
- 5	Bend open steel chain links	650 lbs.	Tank (WWII)	30	40
6	Break a steel fence	800 lbs. 3	Compact	70	130
7	Overturn a small car	900 lbs.	Sporty Compact	100	140
8	Bend steel bars	1000 lbs.	Sedan	70	120
19	Break through a cement wall	1200 lbs.	Luxury Sedan	85	155
10	Tear free steel rivets	1500 lbs.	SUV	70	115
1 11	Bend 1" sheet metal	2000 lbs.	Midsize	75	125
12	Break a metal lamp post	3000 lbs.	Minivan	70	120
13	Overturn a station wagon	4000 lbs.	Sport Coupe	110	150
14	Overturn a van	5000 lbs.	Sports Car	110	160
15	Overturn a truck	6000 lbs.	Formula-One Racer	140	240
			and the state of the		

Clothing or hair on fire; body part exposed to torch or similar small fire

Bonfire; half the body exposed to extensive flames

Inferno; entire body engulfed in raging fire

Size of Fire