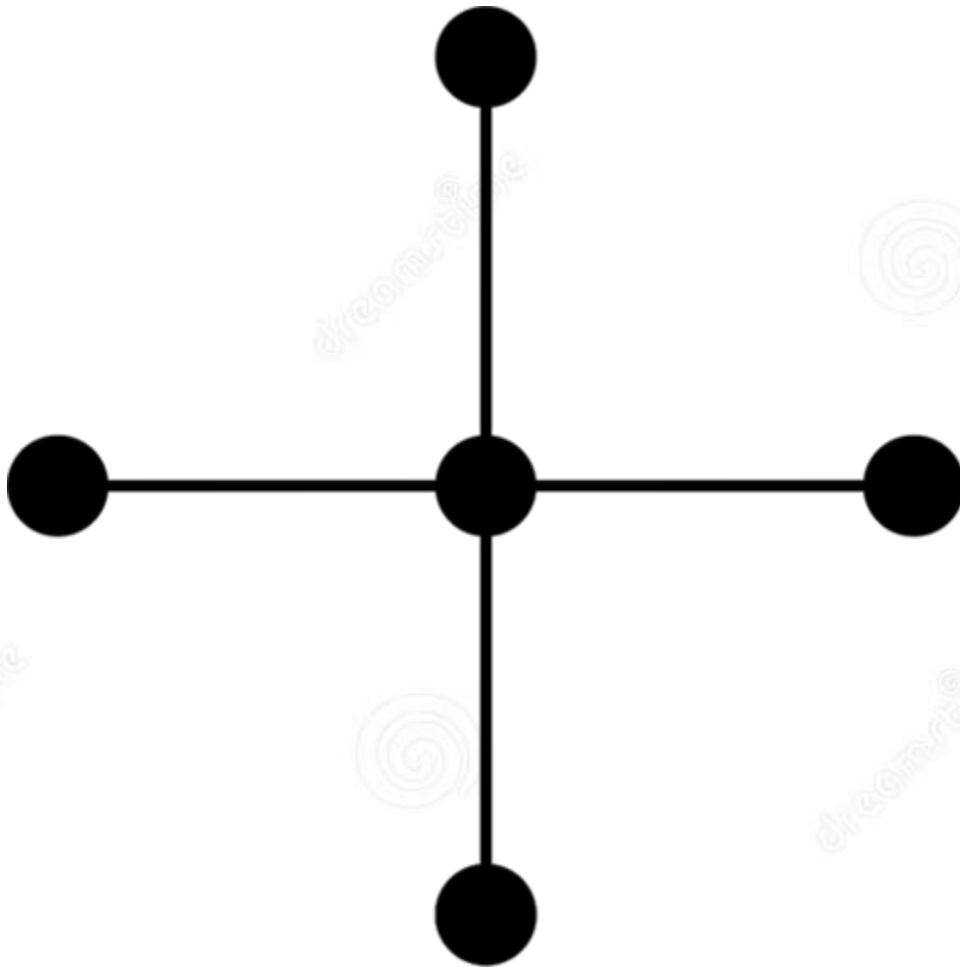


Imbued



An QWBN Supplemental Guide to Laws of the Reckoning



**DARK
PACK**

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2019. Written by Mike Flick, Rob Muirhead, Adam Sartori and the Hunter Coordinator's team for One World by Night.



QWBN Hunter the Reckoning Packet

2019

The purpose of this packet is to provide support for storytellers making use of the Imbued in their chronicles, whether this be in the form of NPC antagonists or PCs struggling to take back the night. Within is a hand full of conversions and references to the many printed source books for the Setting. This is in no way intended to replace them and reading through is highly recommended. It approaches the World of Darkness in a way that is not done in any other game line and can be immensely insightful.

For questions and assistance with the genre, please contact Team Reckoning at (owbnmessenger@googlegroups.com)

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~Elixon Lopez
Hunter Coordinator for OWbN 2018-2019

Section 1: The Second Sight

"I wish I could close my eyes. Sometimes I wish that. I do. I really do. But ever since I saw what they were putting in those pills, I just... And when I say I saw them, I mean I Saw them as in I Saw them. Capital S. And they wanted to get inside me then. Wanted to shove them down my throat and get inside me, too. Change me the way they Changed the others. Capital C. But I Saw them, and now I See everyone else, too. I know you can just Close your eyes. Some of you. But I can't. No, not won't. Can't. It's always so bright. It's so loud. My head hurts, it's splitting apart, and I wish I could just tune it all out. I wish I could. Oh, I wish I could." - PlaceboAllergy682

When an Imbued answers the Call, their eyes are truly opened to the world around them for the first time. They can See the truth of the world, and that ability anchors them to a terrifying, awe-inspiring, and unforgiving reality from which they can never truly escape. This new state of understanding is referred to by nearly as many names as there are Imbued to say them, but the most common is "Second Sight", or simply "the Sight." There is debate about whether the Sight is a blessing or a curse, but Hunters that live through their Imbuing quickly learn that it is a light in a world of darkness, and a protection against the overwhelming foes they are compelled to face. The Sight is taxing on the mind, however. There is a reason that Imbued who keep the Sight up all the time have a tendency to go mad.

In addition to mechanics outlined in the core book, there are advantages to second sight that are discussed in later sourcebooks. For ease, they've been added to this section:

- The presence of a hunter with active Conviction interferes with a demon's use of Faith, almost like magnetic charges that are opposed to one another. If a hunter with Second Sight active is in the presence of a demon and has line of sight to it, all Faith costs for the demon are doubled for as long as the hunter keeps their attention on the demon. This does not require any active effort on the part of the Hunter, merely attention on the subject. The demon does not become automatically aware of the Hunter or influence but does notice how taxing any potential use of Faith becomes. See Hunter the Infernal for more details.
- Second Sight makes Hunters immune to Revelation and a Hunter cannot become infernal via the means outlined in the Demon Packet and may never possess investments.
- A Hunter with Second Sight active is not affected by shape shifting effects such as Vissicitude, offensive Life Rotes, etc. Their forms are static and such attempts at altering them simply fail. See Hunter Spellbound for more details.
- Hunters are prevented from involuntarily being taken to other realms. This is even the case when Second Sight isn't active. Attempts to teleport them into other realms, Soul Steal them or even have them perceive the other realms simply fail to function.

Section 2: Regaining Conviction

"Hell yeah I want to give up. Quit. Everything hurts all the damn time. I can't remember the last time I didn't have a bruise or a broken bone or a laceration I didn't need to try and explain away to the drive-through girl or the guy at the gas station. And yeah, it makes me wanna just lay down and die, and finally get a chance to just. Fucking. Rest. But I can't. Because there's folks out there who aren't burdened like I am. And every time one of the weeping dead or the rots or the fucking wolves tears me up, it's not somebody else getting tore up instead. And I know I can take it, as much as I wish one of them would just finally fucking end it for me. And that keeps me going, whether I want it to or not." - NobodysFather147

In addition to mechanics for regaining Conviction outlined in *Laws of the Reckoning*, each of the Creeds has unique optional mechanics for regaining Conviction. Each optional method to gain Conviction should generate no more than a single Conviction per game session, as outlined below, and STs are the final arbiters of whether a character has fulfilled the spirit of the requirement. Additionally, Avengers and Martyrs have rules for optional "Lesser Ailments" that inflict them upon reaching a 5 or 6 in their Primary Virtue. These ailments reflect the intense and particularly traumatic experiences that seasoned Avengers and Martyrs have in their typically shortened lives as Imbued.

Defense

Protectors gain strength in the war when they successfully resist the dangers and threats of the supernatural by preserving the things that they cherish most in the world. Their purpose falters when they themselves do, when the enemy is allowed to pass or when harm befalls someone on their watch. The following applies specifically to Defenders in terms of gaining and losing Conviction. Each of these deeds should confer no more than the gain or loss of a single Conviction point in a single game session.

Optional Gains:

- When leading hunters of other creeds in the successful defense of a charge.
- If your Defender prevents a physically superior monster from reaching an intended target or accomplishing an intended goal.
- If you outwit a monster in a way that denies it the opportunity to harm a specific person or thing (using traps to confound a flicker's efforts to kidnap a child, for example.)
- If you withdraw from a pointless losing fight, without compromising his own charges. Such a retreat does not mean wets yourself and runs away. A withdrawal means an orderly extraction, usually a costly one for foes, in which protected people or items are still preserved.
- When you successfully manage to keep your normal life separate from your Imbued life (if that is a goal of your character). As a Defender takes up the

mantle it becomes increasingly difficult to lead a normal life. For some Defenders, a normal life is their inspiration. You are going to be put in situations that endanger one life or another, and you could be rewarded for negotiating these twists effectively.

Optional Losses:

- If you make a stand but fail to stop a foe from passing, evading, or getting the better of you.
- If you fail to preserve a designated subject from harm or loss. More (even all) can be lost if that subject is your character's personal charge.
- If you give too much of yourself to preserve a relatively undeserving subject, or if you stray from your self-assigned duties. Remember that your champion is a Defender, not a Martyr or Avenger. If you become badly hurt or die pointlessly to save something inessential to your personal charges or to the greater war, no one remains to preserve what is truly valuable in your life. Likewise, you may abandon your "post" in pursuit of an unrelated goal, such as venting your rage on a fleeing opponent, and put your valuables in jeopardy as a result.

Judgement

Judges' purpose and dedication are affirmed when plans they create and the decisions they make in the hunt succeed. Coordinating other Imbued to accomplish a goal or accurately anticipating and countering the dangers of a situation bolsters Judges' confidence for their calling. In contrast, making decisions that get people hurt or killed, or planning an operation that fails partially or utterly can devastate arbiters, undermining any self assurance they may have in their role among the Imbued. The following applies specifically to Judges in terms of gaining and losing Conviction. Each of these deeds should confer no more than the gain or loss of a single Conviction point in a single game session.

Optional Gains:

- When a plan of action involving the supernatural - that's chosen or created solely by your character - is a resounding success.
- When your character gathers information on the supernatural and uses it to accomplish an intended goal, rather than to act rashly without intelligence.
- When your lofty ideals of right and wrong are affirmed, perhaps when adhered to by others with rewarding results or when dissenters suffer failure or harm.
- When personal choice or preference is set aside to perform an action necessary to the cause, despite distaste for the deed.

Optional Losses:

- When a plan or course of action chosen by your character results in the harm of allies or defenseless people.
- When your character fails to fulfill a greater good or does not adhere to his own definition of morals, ethics or "right."

- When your character acts rashly, without intelligence, or ponders options or course of action too long to the point of being ineffectual.

Vengeance

The wrathful find their commitment to the hunt invigorated when they successfully wreak vengeance upon their prey and lose their fire when forced to abandon the hunt or back down in the face of a foe. The following applies specifically to Avengers in terms of gaining and losing Conviction. Each of these deeds should confer no more than the gain or loss of a single Conviction point in a single game session.

Optional Gains:

- When leading hunters of other Creeds in the successful destruction of a monster.
- When they defeat a physically superior monster in personal hand-to-hand combat.
- When you outwit a monster in a way that directly leads to its destruction (tricking a canny vampire into an ambush for instance.)
- When you withstand an overwhelming attack by a monster and emerge unscathed (“God is with me, for my cause is just!”)

Optional Losses:

- If you flee an attacking monster.
- If your foe withstands an overwhelming attack and emerges unscathed.

Lesser Ailments of Vengeance - High Zeal for an Avenger can start causing discomfort for those around them long before they reach their 7th point of Zeal. Here is a conversion of those mechanics.

Zeal 5 - Thousand Yard Stare: The horrors witnessed on countless hunts leave an indelible mark on the psyche, expressed in a bleak, battle weary stare. Your character’s glare gains a +1 trait bonus to all Intimidation challenges, but also suffers a -1 trait penalty on all other Social challenges whenever eye contact is a factor.

Zeal 6 - The Aura of a Killer: They turn their workshops or homes into abattoirs, filled with grisly trophies from victims, gruesome weapons and perhaps even a recently kidnapped foe, left to die slowly or be tortured night after night. Death becomes a welcome companion that is always at your side, and your character’s voice, expression and body language bespeak barely restrained violence. Gain an *additional* +1 trait bonus to Intimidation challenges, Furthermore, suffer a -1 penalty to all other Social Challenges.

Martyrdom

The devoted are the Imbued most willing to give the hunt their all--they regularly emerge wounded, battered and bruised from forays into the night. For Martyrs, the key is that

they must believe that the hunt is worth the sacrifice; they find purpose in being confronted by truly horrific odds and hopeless situations, because these prove that laying down their life is necessary. The following applies specifically to Martyrs in terms of gaining and losing Conviction. Each of these deeds should confer no more than the gain or loss of a single Conviction point in a single game session.

Optional Gains:

- If they suffer grievous injury (three levels of bashing or one level of lethal damage) while preventing a monster from accomplishing something that conflicts directly with the Martyr's cause.
- If they inspire another--imbued or not--to champion your personal cause as a priority.
- If they narrowly survive an encounter against truly overwhelming odds.
- If they reach a major milestone in a personal cause--such as defeating the vampire who killed their wife.

Optional Losses:

- If they suffer grievous injury and fail to prevent a monster from accomplishing something detrimental to the Martyr's cause.
- If another person turns away from the Martyr's cause.

Lesser Ailments of Martyrdom - High Mercy for a Martyr can start causing discomfort for those around them long before they reach their 7th point of Mercy. Here is a conversion of those mechanics.

Mercy 5 - Damaged Goods: Most Martyrs have had numerous brushes with death, and they bear the physical and psychological scars of these encounters. Beyond various bruises and reset bones, they also bear the aura of one who has suffered. They may mutter about aches and discomfort, get a faraway look at odd times or react irritably to casual references to pain. Whatever the specific symptoms, others gradually pick up on them and become ill at ease. You gain a +1 Trait bonus to Intimidation checks, but you suffer a -1 Trait penalty on Social rolls when your character tries to put others at ease.

Mercy 6 - Reckless Abandon: Most of the devoted have survived enough dangers that their sense of what is and isn't a serious threat is skewed. A mugger with a gun, although deadly, just isn't worth worrying about. When faced with such a "lesser" danger, your character seems preternaturally calm, even detached or bored. You gain a +1 Trait bonus to resist Intimidation or panic in such circumstances, but you suffer a -1 Trait penalty on all rolls when your character tries to warn or help others against a danger they don't take seriously. People around your Martyr may also become nervous, including the mugger with the gun.

Innocence

Innocents don't see monsters and terrors; they recognize the potential for a better place. And they don't see battle-weary hunters; they see people struggling to make things right. Innocents have a unique faith amongst the Imbue, which is bolstered or broken on the cooperation and understanding they bring to those around them. The following applies specifically to Innocents in terms of gaining and losing Conviction. Each of these deeds should confer no more than the gain or loss of a single Conviction point in a single game session.

Optional Gains:

- If they convince a violent hunter to attempt understanding of the other side (in this particular case, at least).
- If they convince a supernatural creature to change its ways (for the time being, anyway) or help a ghost or other creature voluntarily pass on from the mortal world (resolving a ghost's anchors or passions qualifies).
- If they help establish a lasting cooperative effort between imbued (such as a new website or a safe house).
- If they uncover proof of humanity and morality in a seemingly vile monster (your character must previously have believed this creature to be beyond the pale).
- If they successfully assist a normal community by restoring its confidence and sense of safety.

Optional Losses:

- If they suffer grievous harm or betrayal at the hands of a creature they trusted.
- If they fail to stop their fellow imbued from killing a creature they know to be moral.

Redemption

For the dutiful, the commitment of their calling is bolstered when they are able to help others in need. A person might have been abused by a creature, or a creature might be poised to respect humanity and needs to be shown how. Conversely, Redeemers' passion diminishes when people suffer or die, or creatures prove unremittingly evil despite the hunters' efforts. The following applies specifically to Redeemers in terms of gaining and losing Conviction. Each of these deeds should confer no more than the gain or loss of a single Conviction point in a single game session.

Optional Gains:

- If they are able to convince a monster to act sympathetically toward humans.
- If they persuade other hunters to change their plans and leave a harmless monster unmolested.
- If they trust an unfriendly monster with their life and are not betrayed.
- If they are clearly able to save someone from imminent death.

Optional Losses:

- If they are forced to participate in an attack on a monster that they believe is not malevolent.
- If they fail to prevent someone's death from injuries that they could have treated.
- If a creature they spare or shepherd towards compassion proceeds to inflict harm on anyone.

Vision

For Visionaries, the hunt is about their personal journeys to understanding the deeper nature of the world, their adversaries, and the hunt itself. Successes in their efforts and aspirations motivate them to try even harder to understand the world, whereas failures breaks their spirit and make them question their direction. The following applies specifically to Visionaries in terms of gaining and losing Conviction. Each of these deeds should confer no more than the gain or loss of a single Conviction point in a single game session.

Optional Conviction Gains:

- If they persuade another hunter to act in a way that significantly furthers your character's big idea.
- If an encounter with a monster leads to revelatory information about the adversaries and your character's understanding of them, according to their vision for the world and the future.
- If they come up with an innovative and unusual solution to an encounter with a monster that reinforces their overall plan.
- If they successfully direct a team of hunters against the opposition in a manner that supports their overriding goal on the hunt.

Optional Losses:

- If their primary plan for the hunt is proved erroneous or otherwise falters.
- If they fail to take a crucial step toward realizing their dream for reality.

Section 3: New Abilities

"You got a gun? Doesn't matter. Lotta these bastards'll shrug off bullets like they were bee stings, unless you got some military-grade shit. And you can't just walk around with a high-power automatic rifle and full-metal rounds without gettin' yourself arrested. No, not even around here. Plus, shit you get that ain't illegal gives the bloodsuckers and their kind an excuse to get you locked up. And then it don't matter how mad you are 'bout your little brother, 'cause you're rotting away in a cell. So you gotta think smart. And we ain't fightin' clean, anyways. We're fightin' dirty. Drive a bulldozer into their home while they're sleepin'. Get 'em after your blood, and then walk 'em into a bear trap. Take a pair of hedgeclippers to their fuckin' neck. Douse the rest in gasoline and light 'em up. First thing you gotta learn. It don't matter if you got a gun or you don't. You gotta fight anyways, and you gotta fight dirty in ways they're too high and mighty to expect." -

Vulgarknight356

The Imbued are thrust into a world they are not prepared for, and are often forced to improvise in the transition from mundane day-to-day life to protecting humanity from the creatures of the night. Like the Imbuing itself, the shattered remnants of their mundane lives are both a blessing and a curse. On the one hand, it's a reminder of the normal life they can never have again. On the other, their everyday lives in the mundane world and reliance on day-to-day life skills give them an unexpected edge when dealing with the overtly supernatural. Some Hunters find that their knowledge of local neighborhoods and subcultures give them a heads up when something is out of place without ever having to rely on the mixed blessing of the Sight. Others use their natural talents and knowledge of construction to bring a vampire's haven crashing down around them, all while preserving the safety of the neighboring humans they're trying to protect.

This section has several new optional Abilities that are available to hunters, as well as more detailed rules for the destruction of buildings. This packet also contains rules for utilizing the tools of the hunt common to both the Imbued and mundane hunters. Hunters- particularly hunters who are just starting out- may not have access to suitable weapons to combat the supernatural. Instead, they might end up grabbing whatever vehicle, gardening tool, chainsaw, or makeshift trap they can get their hands on. And, of course, there's always humanity's old standby for purging the world of the night's terrors: fire.

Construction

Whereas the Crafts is used to build and repair items- cars, toasters, even small structures - this Skill is slanted towards actually building, maintaining and repairing houses and buildings. If your character has three or more levels, he is probably a professional or former professional. In any event, the Ability to build a house, strip mall or police stations confers the necessary insights into tearing one down. **System:** Construction may be used interchangeably with Demolitions when it comes to knocking down buildings, assuming the right equipment is at hand, whether it be explosives or a bulldozer.

However, unlike Demolitions, this Ability cannot be used to construct explosives. It won't let you build a bomb, but it will let you stick it in the right place to do maximum damage to a structure.

Construction/Demolitions (Extended)

In the Avenger Creed book, mechanics are given for destroying a building. The design was loosely based on the regular combat system and was designed to allow some complexity to the largely untouched aspect of the storytelling system. Remember that overt instances should likely be featured in chronicle reports.

Important notes to the system are as follows:

- Buildings get "Health Levels". These health levels represent how much stress a building can take before it collapses. These are not on a human scale. A building can only suffer damage via the forces described below (big explosions, fire or repeated heavy impact). At storyteller discretion, some supernatural abilities such as Puissance or Might of Thor can deal single levels of damage to the structure of a building.
- Buildings do not soak damage. They are simply sources of damage that can harm their structural integrity and sources that cannot.
- Some buildings have more than 10 health levels, where others may have fewer.

Engage in a static Mental Challenge, retesting with Demolitions or Construction, against a difficulty set by the storyteller based on the amount of time the character has had to prepare for the strike. The difficulty is six if the character had the day to plan it out. The difficulty can rise as high as eight or even higher if the character is under duress.

If the character fails the challenge, two Simple Challenges are made. If the character fails both, the challenge is considered a botch and something goes wrong. This can mean anything from the building coming down on the character, to equipment breaking down and no longer functioning.

Damage to the structure that is dealt by the demolition/ construction action is equal to the unspent ability used, divided by two and rounded up. You then add a damage modifier based on the equipment being used. An appropriate Spec increases this damage by one.

Demolitions/ Construction /2 + Equipment + Specialty = Damage dealt

Explosives

Explosive Device	Damage Modifier
Grenade, barrel of gasoline	1
Pipe bomb, stick of dynamite	2
Napalm Bomb	3
Rocket Launcher, Napalm airstrike	4
Pound of C-4	5
Half-ton of industrial fertilizer	10

Fire

Fire Source	Damage
Cleave, book of matches	1
Barrel of gasoline	2
Flamethrower	3
Napalm bomb	4*
Napalm airstrike	8*
Tanker truck full of flammable chemicals	10**

*These also do explosive damage. See chart above.

** Driving the truck into the building also deals impact damage. See chart above.

Special: It should be noted that fire will deal damage to a structure approximately once every fifteen minutes and the damage may increase or decrease with storyteller discretion. Quality sprinkler systems and fire fighters should be able to halt progress and even reduce future levels of damage inflicted by fire to a structure.

Earthmoving Equipment

Equipment	Damage
Large pickup truck	1*
Backhoe	2
Bulldozer	3
Tractor-trailer	4*
Wrecking ball	8
Crane	10

***Ramming this vehicle into a building at top speed squeezes out an additional level of damage but the vehicle, not to mention the character, is wrecked.**

The Buildings they bring low

Below is a list of example structures that characters may try to destroy. It should be noted that actions of this scale are intended to serve as climactic moments in a story and a storyteller should refuse actions that would be harmful to the game overall. This system is intended to enhance gameplay, not ruin everyone's fun.

Example buildings

Structure	"Health Levels"
Shack, outhouse, garden shed	1
Wrought-iron fence, greenhouse	2
Small Cabin	3
Split-level ranch	5
Large, wood-frame house	6
Brick or stone house	8
Solidly built mansion	10
Concrete bunker, bomb shelter	20
Skyscraper	15 (Each floor)

Locale

Locale reflects a character's knowledge of a particular place, gained through months or years of living and working there. Familiarity with a city neighborhood, town, or rural

area means more than knowing where to find an all-night drugstore, or being able to tell when the mood in a bar could turn ugly. It's about being part of the community, knowing--and being accepted by--the people, remembering the history and events of the area, and being familiar with geographical oddities and bad places. While Locale knowledge is broad, it can never be transported--when you take this Ability, you must pick one area as a focus, and your character's familiarity applies only to that area. **System:** This Ability may be used as part of a Mental Challenge to know or recall information about your character's area of focus. Knowledge of a locale might also be used as part of a Social Test to determine those who are true locals from strangers and outsiders to an area.

Might

Might is a Talent for moving mass with muscle. Generally, it means you character has trained his body into a state of advanced buffitude. That, or he does so much manual labor that muscles have developed naturally. This trait does not improve a hunter's capacity to damage people with Brawl or Melee attacks, and it doesn't really do him much good in combat (unless he tries to lift something heavy or break something hard.) **System:** This Ability may be used as a retest to lift heavy objects or break inanimate objects. It may be used as an additional retest after Athletics.

Subculture

Subculture reflects a character's interest in or familiarity with various subcultures groups and social circles, from their celebrities to the places that members frequent. Many subcultures develop their own jargon and almost all uphold specific ideals of fashion, behavior, what's cool and what's important in life. While your character has a broad awareness of various subcultures in general, she has a deep understanding of a particular favorite; you must choose a focus for your character's knowledge of a particular subculture. Being accepted by a member of your character's circle often means owning a particular possession, such as a classic car, or having an appropriate Ability, such as Computer for a hackers' group. **System:** This Ability may be used as part of a Mental Challenge to know or recall information about your character's area of focus. Knowledge of a subculture might also be used as part of a Social Test to determine someone who really is "part of the scene" from those who are pretending or don't belong.

Traps (Extended)

In addition to uses outlined in Laws of the Reckoning, characters may set a wide variety of traps that can hinder, damage, and even maim individuals caught in them.

The character setting the trap makes a static mental challenge, retesting with the Traps ability. The difficulty is determined by the storyteller based on the complexity of the trap being set, the equipment being used, and the conditions under which the trap is to be set. The starting difficulty is a six and may go up or down from there. After the challenge is

successful, the character may expend levels of Traps. Each level expended increases the difficulty of noticing it by +2 or increases the amount of damage dealt by the trap by +1 cumulatively. If the character has a great deal of time to work with and may carefully set the trap at their own pace, they may add their rating in the Traps ability to the Static difficulty of detecting/avoiding the trap.

A character at risk of tripping the trap makes a Static Mental challenge with a difficulty of the Mental traits of the trapper +2 traits for each point of traps spent to increase the difficulty of the challenge. The retest for this challenge is Alertness. The difficulty of this challenge can be altered by environmental effects such as darkness and poor weather conditions.

Once the trap is tripped, a character with supernatural forms of speed may make a second static challenge if they activate their supernatural source of speed. They may then make a Static Physical challenge, adding their levels of supernatural speed as bonus traits to the challenge. (Add Rage/2 rounded down in the case of werewolves) The retest for this challenge is Athletics and if successful, they may reduce the damage dealt by the trap by half (rounding up).

Damage: The damage of the trap is determined by the Traps rating of the trapper, divided by two rounded down. They then add their specialty if it is for the appropriate trap, and finally, add the damage rating of the trap in question. Example traps include:

Traps	Damage
Spring driven spikes/blades, weights. IEDs	3 lethal**
Bear Trap	2 lethal***
Pit Trap	1 Bashing, 2* lethal if spiked.
Grenade	2 lethal**

* Gains staking if spikes are made from wood

** Gains the spray effect.

*** A character who suffers 3+ levels of damage when caught in this, loses the limb

Section 4: New Backgrounds

“Here’s you, in your home, getting torn apart by an angry shapeshifter you didn’t manage to kill. Tunnel vision for hunting, that’s what you’ve got. Me? I’m gonna keep us safe. Strong walls, strong doors, and some iron bars I coated in the melted remains of mamá’s good silver. She’s gonna be pissed when she finds out it’s missing, but it doesn’t matter none. She’ll be alive, and I’ll be alive to hear her yell at me. If a man’s home is his castle, mine’s gonna be a damn fortress.” - ParadiseLost267

The Imbued have a number of available optional Backgrounds that reflect their unique position in the World of Darkness. Most hunters start off their journeys completely alone. They are isolated, confused, and trying their best to just survive each night with their new burden. Over time, the Imbued that last can start to develop their own forms of support networks, contacts, and safehouses that let them keep on hunting.

Fraternity

Your character has support group of mysterious supporters from among the growing ranks of the Imbued. While the Heralds might guide these people to some extent, the supporters are human... or so they seem to be. Perhaps the secretive Rose Foundation has a stake in your character’s fate, or she has friends among the techies who maintain a hunter listserver. Although these folks may occasionally come up with money, gifts, or assistance to pull your character’s fat out of the fire, they cannot be counted on. Another hunter might be impressed with your character’s posts online and emails her with a strange or disturbing offer of unsolicited support - but not actual teamwork. Maybe your character is spotted on the hunt by someone who wants to back her, but for unknown reasons.

Level	Fraternity
1	Someone comes up with enough money to cover your rent from time to time.
2	You occasionally receive funding or supplies to replace equipment that’s important to your hunt.
3	Someone provides you with fake documents.
4	Perhaps you need to leave town and plane tickets and a visa arrive coincidentally.
5	Someone outfits your hunt, but who and why?

Stronghold

Your character has invested time and resources to preparing the ultimate workroom for his plans and protection. It's filled with maps, tools, books, and maybe even computers useful to plan, secure, and defend the place and to maintain the watch. More importantly, this hideaway serves as a supernatural bomb shelter. It's rigged with traps and security devices, and is stocked with enough food supplies and perhaps weaponry (depending upon Arsenal) to outfit the hunter and several other besieged people. System: The Stronghold gets a number of traps (see extended traps rules) equal to the Stronghold rating. Furthermore, the hunter may apply their rating in this background to initiative on the first round of combat or to a single challenge made while defending the location. This bonus may only be used once per scene. In addition to this, the Stronghold has the following features, depending on the rating the character has in the background:

Level	Stronghold
1	Your workroom is located in your house. It might have high-speed (ISDN) Internet connection with an adequate firewall to keep out mid-level hackers. You have enough provisions to last one or two people for a few days.
2	Your citadel can feed and supply two to five people for a week.
3	You have state of the art security equipment and enough food for six to eight people for two weeks.
4	Your hideout has a sealed environment and is the size of a large house. It can withstand assault for a few months, if it's you alone under siege. A dozen people can be protected for a month, but times are lean and cramped.
5	Your fortress is a bunker. It has multiple rooms and secret entrances. You and a handful of others could live there for several months.

Database

This background allows the character to have access to one or more commercial or civil databases. Rating determines the depth, detail, and scope of the information that the character can obtain. The exact nature if the databases(s) that a character can access is at the storyteller's discretion, and must be in keeping with the character's concept. An ex-cop might still have access to the city's crime records and DMV database. A bank teller might be able to reach local, national or even international financial resources using the boss' password. System: The difference between using databases and human contacts is that a human contact can tell a hunter what a subject does, but not necessarily why. Conversely a database profile provides clues to an individual's activities over a broad spectrum, but little in the way of specific actions. A blood slave's financial records might show a large sum of money was deposited into his bank account recently. Then a tip from a local contact reveals that the slave has been seen in the company of a local gang

member and black marketeer. The two sources of information let the hunter form a more complete picture.

Level	Database
1	You have a local database that provides basic personal information. (a city phone company that provides unlisted phone numbers and a cross-referenced list of numbers and addresses for example.)
2	You can enter local government databases such as city police, vehicle registration, and property records.
3	You have connections to databases that contain sensitive personal data, such as credit histories, bank statements, and social security information.
4	With time you can call upon nationwide resources such as the FBI's powerful criminal database (which tracks criminal activity and known sightings of suspects), or a giant database like LEXUS-NEXUS (which can provide social security numbers, bank records, financial transactions, and medical histories on a nationwide basis). Gaining results from these sources can take from four to 48 hours, at the Storyteller's discretion.
5	You can enter a variety of state and federal databases, which provide everything from ATM transactions to sealed military records. Access to world wide law enforcement or financial databases such as INTERPOL or Lloyd's of London are possible. Results from these databases can take one to five working days, but provide a wealth of detailed information.

Cult

You've become the focus of a new religion, maybe they think you're God or at least his voice on Earth. Either way, some people look to you to explain their lives, offer guidance and ensure salvation.

Level	Followers
1	Two proselytizing believers, remarkable only for their faith.
2	Four followers, one less hapless than the others, almost a normal person.
3	Six followers, one is exceptional in some way, smarter, richer or more dangerous.
4	Eight followers. One is extraordinary and maybe even a bystander.
5	Ten followers, and a leader - your right hand - who has the skill and belief to recruit new members.

Continued Exposure

This background represents an ongoing and relatively peaceful contact with someone from the other side; what other imbued would call a monster. The contact is not a supremely powerful entity or your character's friend, but the two of you have reached some sort of understanding that allows for continued contact which is not overtly hostile. You don't try to kill it, and it doesn't try to kill you. Over the course of the relationship, you can gain a certain amount of insight into this contact's existence, although it gains insight into you, as well. There's no guarantee that this contact won't lie, manipulate you, or even sell you out eventually. But if you play your cards right, you might be able to keep this contact relatively friendly.

All contacts from Continued Exposure are "low-level" creatures, which are neither very powerful nor influential in their societies when you take this Background. At the Storyteller's discretion, you may have several 1-2 point contacts, rather than a single multi-point contact.

Level	Continued Exposure
1	Contact with a barely civil creature once a month or less.
2	A nocturnal (and at times dangerous) acquaintance you run across every few weeks.
3	You feel relatively safe in your encounters every couple of weeks or so.
4	You have a clear understanding with the contact, which ensures mutual safety in encounters every week.
5	Perhaps foolishly, you consider the creature a friend and see it every few days.

Section 5: Divine Edges

"The Heralds started talking to me when I was very little. I heard them through a doll my mom gave me, whispering that everything was going to be OK. That I would find others like me. And I did. It was hard sometimes. Scary. But I kept going, because everyone needed me. And I'm scared again, because I think they want more from me. They want everything. But this isn't about me. It's about all of us stopping the demon. Stopping the cataclysm that the Heralds keep telling me is coming. So for that? I'll gladly be the light they want me to be. My doll isn't whispering now. But I can hear the Heralds singing. Singing a song of hope for all of us. We need not be afraid." - Q.T.Pie316

Among those very few who ever attain a level 5 Edge, there are fewer still who give themselves over to the Hunt, becoming near direct Agents of the Ministers and leaving much of their humanity behind in the process. Material for playing such a character can be found in Fall From Grace, below are conversions for the rules found within its pages.

The Ordeal

In addition to achieving their Creed Virtue rating of 10, the character is watched by the Heralds. Their dedication is weighed and measured and if they make the right sacrifices all in the name of the hunt, they may be chosen for something greater still. However first, they must prove themselves. The milestone becomes the hardest, most painful hunt they've ever gone on and they must be prepared to give everything. Details on running The Ordeal can be found on pg. 101 of Fall From Grace. Storytellers are highly encouraged to contact the Hunter team for guidance on running this story for a player.

PCs being chosen to receive a Divine Edge is always Hunter Coordinator Approval.

Benefits

Patron: Permanently set the Patron Background to a 5. You do not hear the Messengers as other hunters do. You now receive direct messages from forces even greater. Imagine the Messengers are a filter that distills the voices of that power. Without that filter, your character receives direct guidance from the source. That means different sorts of sensory input from then on. The guidance is still cryptic but stronger and contains more information. Instead of maybe hearing voices, the character receives visions and perhaps speaks with the Ministers in their dreams. Perhaps they simply KNOW whatever they need to.

Aura: The presence of the hunter electrifies any other Imbued in the immediate vicinity. All hunters within 10 yards of your character (except for "corrupted Hunters") receive messages and directions from the Messengers as if they had Patron 3. Characters who already possess Patron 3 experience an increase in "volume" as the guidance comes a bit louder and more clear.

Receiving such messages in the vicinity of your character can be a dizzying and confusing experience for other hunters. Some might describe it as receiving the imbuing all over again. Messages received may be experienced and interpreted differently but the messages they receive are all the same. They experience this effect until they leave the range of your aura.

Drawbacks

Personality: Both Nature and Demeanor change to one of the following, Autocrat, Dreamer, Fanatic. That is both nature and demeanor become the same and must be one of those Archetypes.

Derangement: All derangements and lesser ailments are removed, except for one of the derangements gained from your primary Virtue. That derangement remains and *may no longer be suppressed by spending willpower*.

Willpower: The character is burned out and exhausted when not driven by The Hunt. They no longer regain Willpower by resting. Methods such as following character Nature and Milestones in stories still function normally. Furthermore, the character may no longer spend Experience to raise Willpower.

Divine Edges

- They are not restricted by Creed and function based on your character's primary Virtue (which must be a 10) and the character must possess a level 4 Edge.
- They are always obvious, brilliant flashes of bright light that channel raw divine power. Mortals will often forget the details of what they saw but other Imbued and Monsters will remember what they witnessed.
- Divine Edges effect both Monsters and mortals the same way. For Divine Edges such as Cremate that specify the targets of such a power, simply follow the rules given in the Edge.
- Channeling such power is normally beyond the scope of the frail mortal form and doing so is quite taxing. These Edges cost 4 Conviction to use instead of the normal 2.

Cremate

(pg.107 FFG)

System: Make a Static Physical Challenge that adds your Primary Virtue at Difficulty 6 plus the number of potentially affected Monsters within the blast radius, which is a number of yards equal to your Primary Virtue. This process is so efficient that it leaves no remains behind. Bones, clothes, pacemakers are all reduced to ash. The heat from the bodies does not set the surroundings on fire. This only affects the remains of dead creates and once reduced to ash, the fire winks out of existence. Bodies destroyed in this manner cannot be reanimated, resurrected, possessed by spirits or affected in any other way. If someone's body is destroyed by Cremate, they do not become a ghost. If Cremate was used on a body after the person became a ghost, the ghost is harmed no matter where they

are as if they were in the blast radius of Cremate. Ashes left by the Edge are resistant to forensic analysis. No amount of study may identify the body or even determine that the ashes were once a body. If any within the radius are undead such as rots, vampire or ghosts, the Imbued using this Edge also makes a contested challenge of their Primary Virtue against every such creature within the radius Permanent Willpower rating. If successful, they each take three levels of lethal damage. For every point of Conviction risked this way, they take an additional level of damage. This damage cannot be soaked and ignores armor as the fire burns their very essence. This Edge may only be used once per scene.

Denounce

(pg.107 FFG)

System: Your character speaks a word or a phrase. Spend 4 Conviction and make a Social Challenge vs their Willpower, adding your Primary Virtue to your total Social Traits for the purposes of resolving ties and risking up to five Social Traits. Denounce can affect any single, specified target that can hear the word. Deaf targets are not affected by this Edge. Nor are those too far away to hear the word (The effect cannot be accomplished through a megaphone or loudspeaker.) It's necessary for the Hunter to be in the same area as the target - the word cannot be transmitted over the telephone, recorded on tape or reproduced artificially. Others who hear the word are not affected - only the person targeted feels the word's power. For every Trait that was risked when initiating the challenge, a defeated target loses that many Permanent Traits. These traits may be taken from any category and may even be used to target Abilities and Permanent Willpower. The character using this Edge decides what traits are affected. The Imbued using this Edge must know that their target possesses the Traits that are being targeted. Experience cannot be used to restore lost traits, nor may they be restored in any way. These lost Traits are gone forever, reducing the category's maximum. This Edge may only be used once per scene and a character affected by this Edge may never suffer its effects again.

Infuse

(pg.108 FFG)

System: Activating this power causes the character to glow with a halo of light and heat. Spend 4 Conviction and make a Static Physical Challenge, difficulty 7. If successful, the character immediately divides a number of Infuse Traits (equal to primary Virtue) among the following options:

- Every 2 Infuse Traits allocated into soaking automatically absorbs one level of Bashing or Lethal damage from each and every source for the duration of this Edge to a maximum of 6 Infuse Traits. (This also affects Aggravated damage in games where Hunters can suffer Agg)
- Every Infuse Trait allocated into damage causes the character's Brawling and Melee attacks to deal an additional level of damage on their attacks to a maximum of three Infuse Traits.

- Every Infuse Trait allocated in social effects grants the character +1 trait on all social challenges used to intimidate, impress or command others. Such efforts work on humans, other Hunters and Supernatural alike.

The halo of light created by Infuse is not bright enough to blind opponents, but is bright enough to be noticed even in direct sunlight. Infuse can be used once a scene and lasts for a number of minutes equal to the character's Permanent Willpower. The effects of this Edge may be ended early if the character is Incapacitated or chooses to terminate the Edge.

Section 5: Corrupt Edges

"You know me. I'm a man of God. I follow God's path for me. And think about it. How do you know the whispers you hear are signs from God? You questioned it yourself, didn't you? But this thing? The thing you're so angrily calling a demon? It told me all about its purpose. About God's divine plan, and its place in the pattern of that divinity. And it makes sense, doesn't it? I haven't changed. I still follow God's path. The difference is that I can finally see the path we're walking, and you're still a blind follower. And there is no place in the plans of the Shepherd for willfully ignorant sheep." - PowerRanger669

Due to the mysterious connections between the Imbued and the demons they were made to vanquish, their connection to the Heralds can be subverted and they can fall from their intended purpose, allowing demons to take the place of the Heralds and become the new Patron for a Hunter foolish enough to fall from grace. Below are mechanics converted for such Hunters. Please consult Fall From Grace for further details.

The Offer

The dark force that tempts the Hunter is not the same as the Ministers, but has more in common with them than it does humanity. The being is an ancient, evil spirit that makes the world and humanity a play thing, just as it did ages ago. The being uses its proximity to the world and its denizens to usurp the "connection" between the Messengers and a hunter, allowing it to offer the character guidance and strength in return for favors and an anchor in reality. For more details on how to run "the offer" please consult pg. 109 of Fall From Grace. **Any such Hunter PC requires Hunter Coordinator Approval.**

Benefits

Edge: The Hunter gains a corrupt level 5 Edge from the list below or created custom with Hunter Coordinator approval for PCs. A character purchasing such an Edge must have a level 4 Edge from their Creed and have a 10 in their Primary Virtue in order to be able to access the level 5 Edge. They may only have one level 5 Edge and may never receive another.

Patron: The character gains the Patron background 5, permanently. The demon constantly feeds him orders and information. If the character had levels of Patron before in his possession, those are replaced with the new rating. The Messengers can no longer contact the Hunter with their clues and mysteries. They receive input from their corrupter alone, and it has its own style of contact, voice and agenda. A Demon might not reveal to them that the person next to them on a train is a Rot, but may tell them that an intended quarry is talking on a phone at the next stop. The demon may communicate in visions, in an imitation of the Heralds, in a conversational tone or in archaic speech. It may give clear and more immediately useful information than the Messengers ever did - but only a

fool forgets that a Demon has its own purpose and reasons for sharing (assuming an extremist even knows he's possessed.)

Drawbacks

Taint: The character now registers to uses of Second Sight and Edges in a peculiar way. A Corrupted Hunter registers as "wrong" to second sight. Edges like Witness may reveal a tarnished angel or the shadow of wings about them. For the purposes of Edges used by other Hunters, the Corrupted Hunter is considered to be a Supernatural Creature. Ward, Burden and other Edges that normally only affects monsters may now also affect the Corrupted Hunter.

Revulsion: Simply interacting with something so terrible on such a personal level has a terrible effect on the human soul. Listening to its voice or using a Corrupted Edge can leave the character feeling nausea and violation. Worse, it can strengthen the bond between the two. At the end of any scene where the Hunter interacts with his demon possessor (orders, discussions on spirituality, advice, etc) or makes use of their Corrupted Edge, the character must make a Static Willpower Challenge. The difficulty of this challenge usually starts at 7 but can go up if the character was driven to perform a particularly heinous act at Storyteller discretion. If the character fails, they lose a Willpower point and make a Simple Test (losing ties). Should they fail their Simple Test, they lose the Willpower point *Permanently, which may not be bought back*.

The Sight: The character is no longer guided by the Messengers. They may still manifest Edges that they had before being corrupted, though. When Second Sight is activate, his demon is silenced and doesn't know what the character thinks, sees or does at the time. The protection of the sight temporarily severs the Demon's link to the Hunter's soul. However, should the character activate their Corrupted Edge while second sight is active, the sight instantly ends. Similarly, activating second sight while a Corrupted Edge is active instantly terminates the effects of the Edge. In either case, you have to spend Conviction to reactivate the terminated sight or power afterward. Aside from these changes, Second Sight works as printed.

Corruption: Ultimately, this downward spiral is the path to damnation and finally, oblivion. When the Corrupted Hunter's Permanent Willpower rating reaches zero, he is possessed by the demon permanently. His soul is consumed forever and in his shell, walks a nightmare.

Corrupted Edges

More bizarre than even Divine Edges, these Edges break the rules of what the natural limits of an Edge are. Corrupted Edges have the following rules in common:

- A Hunter can manifest any single Corrupted Edge, regardless of primary Virtue and tests using them are always based on the Hunter's Primary Virtue rating. The Edge must be something the possessing Demon is already capable of.

- A Corrupted Edge allows the Hunter to perform unholy Miracles that are beyond the scope of normal Edges. Shapeshifting, reality warping and even traversing realms beyond the material become within the grasp of the Corrupted Hunter.
- Witnessing the use of a Corrupted Edge usually insites panic in mortals and Imbued who are not protected by Second Sight. Such mortals are overwhelmed by revulsion for what they see and may flee the Corrupted Hunter's presence.
- Much like Divine Edges, Corrupted Edges aren't very selective about their targets. While a normal Edge might affect only creatures, leaving Hunters and mortals untouched, a Corrupted Edge will affect everyone.
- Corrupted Edges cost four Conviction to activate.

Channel

(pg.112 FFG)

System: This terrifying Edge allows the character to assume the form of a demonic monster and grants the Hunter a physical advantage matched only by the frightful visage he takes on. Spend 4 Conviction and make a Static Mental Challenge, adding your Primary Virtue for the purposes of resolving ties at a difficulty of 7. Success transforms the character into a demonic monster made from their own nightmare. Clothing is shredded, long talons and leathery wings sprout from their mortal flesh. Guns may no longer be used by the character's clawed hands. This lasts for a number of turns equal to the Hunter's Primary Virtue but may be terminated early if the Hunter chooses. This may only be used once per scene and transforming takes a full turn. While in their demonic form, the Hunter cannot speak or communicate effectively. This is a killing shape, ill suited for anything but destruction. If the Hunter becomes incapacitated, the Edge's effects are terminated. Their Demonic form grants the following benefits:

- The character gains Ferocious x2, Nimble and Tough x2 Physical Traits.
- The character may now soak Bashing and Lethal damage. Furthermore the character suffers one less damage every time a source would cause it to suffer damage. (This resistance works on aggravated damage in games that use aggravated damage)
- The character gains massive claws that deal an additional 2 Lethal damage when used to attack. (This damage is aggravated in games that use aggravated damage)
- The character grows razor sharp spine that deal 2 Lethal damage to unarmed attackers who touch the Hunter. (This damage is aggravated in games that use aggravated damage.)
- The character grows wings that allow for nine steps of movement as the character flies on their turn.

Enthrall

(pg.113 FFG)

System: This Edge may not be used in combat. The character may target up to five victims at a time, to whom he must speak for at least one minute. Using recordings, TV, etc fail as the targets must be speaking to the Hunter directly. Make a contested Social

Challenge adding the character's Primary Virtue for the purposes of ties against each target. If successful, they consider the Hunter to be a wise, wonderful person who should be admired and even worshipped as an idol. This works on mortals and monsters alike. The effects of this Edge last indefinitely (although the Hunter can terminate it at any time). Affected targets will continue to revere the character even should they be incapacitated or die. This does begin to deteriorate should the Hunter attempt to force them to act against their nature or wellbeing. Whenever pushed to such limits, the character may call for a new Social challenge, gaining on free retest on the challenge for every time the Hunter using Enthrall has crossed that line. (This should be noted on the character's sheet.) If they succeed, they are instantly freed of the Edge. Storytellers may decide that truly ancient and monstrous creatures get a free retest to resist the effects of this Edge. Hunters with Second Sight active are immune to this Edge but may be targeted while it is not active. Using Second Sight breaks the effects of this Edge freeing them immediately. This Edge may only be used once per scene.

Transport

(pg.114 FFG)

System: The Hunter spends 4 Conviction and makes a Mental challenge, difficulty 7, adding their primary Virtue for the purposes of resolving ties, and risking up to 5 Mental traits. If successful, an invisible gateway opens and envelopes the character, winking out of existence. Hunters with Second Sight see a brief glimpse of a jagged hole in space, filling with roiling energy and clouds of black light. To everyone else, they simply disappear. In the next turn, on their initiative, they reappear some distance from their original position. Walls and obstacles are meaningless as the character phases out of reality altogether with the use of this Edge. The only thing that can stop this is the Redeemer Exalted Edge *Suspend* (pg. 203 LotR). For every mental Trait risked the character is transported 100 yards and may "aim" for their desired destination so long as they can see it. It is also possible for their demonic Patron to guide the use of this Edge and take them somewhere they cannot see at Storyteller Discretion. Each use of this Edge is deeply disturbing and immediately calls for a test for "Revulsion" (See *Revulsion* above.) and with each use in a scene, the difficulty of this Willpower test goes up by 1. No other people, Hunters or Monsters may be brought with the character when they use this Edge.