

Officer Hutchinson swept over the brutality with dispassion and diligence. With every picture he took, with every swab of the blood, he told himself he was a servant of justice. He was a part of the team that was going to put that asshole away for life. For the past three years, detective Chuck Chalmers mentored and inspired him to whatever minor greatness he'd achieved.

As he looked over the chalk outlines, he knew there was something he was missing. That's why he's the junior detective. He looked to his mentor. "Officer Chalmers, there's something here I'm not seeing."

The senior officer glances back from his cell phone. "If you think you're missing something, it's your mind telling you that you can't accept the simplest answer." He didn't even stop hammering the keypad while he spoke. "Now get back to the picture-taking, Hutchinson."

"Officer Chalmers, are you alright? You haven't been yourself lately," Hutchinson said, concerned. He didn't even get an answer. Hutchinson shrugged and snapped a few more shots from another angle.

COLLECTION

OF

HORRORS

BODY OF EVIDENCE

**A Storytelling Adventure System
anthology for Hunter: The Vigil**

WHITE WOLF PUBLISHING, INC.
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Special thanks to our voice actors for giving up a Saturday to help us out:
Anna Albano, Nathan Binder, David Bounds, Natasha Bryant-Raible, Priscilla Kim, Vincent Lombardo, Orrin Loria, Weston Reid, Rich Thomas, Michelle Webb

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Check out White Wolf online at <http://www.white-wolf.com>

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Body of Evidence

MENTAL ...

PHYSICAL ..

SOCIAL ..

Overview

Sometimes, the biggest complication a cell of hunters can encounter is law enforcement. However, when the cell has fought with sorcerers, devils, vampires and zombies, kindly Officer Chalmers seems less threatening. This scene is set to keep the cell on their toes, and to remind them that the law is not immune to the terrors found on the Vigil. During their nightly activities, hunters are bound to run across or afoul of the law. During such a crime scene, Officer Chalmers puts one polished shoe forward to interrupt the cell's endeavors.

Description

The scene is one of controlled chaos. Officers and detectives swarm the central hub of the victim; bystanders and reporters push and shove forward, fighting with a morbid fervor for an opportunity to see the source of the excitement. The police handle the investigation haphazardly and dismissively, frustrated at their lack of direction and leadership. Poorly herding the crew is a man whose name badge says "Chalmers," with all the decoration to denote years on the force, but none of the attention one would expect of a seasoned officer. As you briefly catch his eyes, they're glassy and void of interest. He then shambles back into the swarm of uniforms.

Storyteller Goals

Officer Chalmers exists to be interjected into other scenarios. During any police investigation, his addition adds an X-factor. He can confuse and distract characters from a current plot, especially if the troupe tends to believe that all elements are pieces of a single holistic plot arc. Most characters are not equipped for destroying the monster, and the situation will require far more work than a simple killing to resolve.

In addition, Chalmers can offer a great challenge to characters that typically resort to violence. As Chalmers inhabits a crowded crime scene, he is effectively invincible. No hunter in her right mind will shoot a cop while surrounded by other cops. It is possible to bait him to privacy, but even then, the cell has a dead cop on its hands.

Character Goals

The Chalmers monster (one of a group called the Strix) doesn't care if he solves a case. An altruistic cell may jump on this element alone; without intervention, Chalmers will not succeed in bringing a culprit to justice. He also steals the bodies of his victims, which offers another potential incentive for hunters.

Task Force: VALKYRIE characters may have a more direct goal, as they receive a briefing upon entering the scene (via the audio prop on p. 4). TF: V considers the Strix to be a prime threat, one of immense risk to operatives and agents. Depending on the characters, this may mean attempting to destroy the thing, or possibly trying to find information on others of its ilk.

Actions

The cell has many routes it can take to solve the problem of Chalmers. Direct confrontation is one of the most difficult. Almost any resolution will require getting Chalmers away from the crime scene. One method would be to convince him that they have access to better host bodies.

Relocating Chalmers

Dice Pool: Manipulation + Persuasion vs. Chalmers' Wits + Composure (dice pool 8)

Action: Contested

Hindrances: Speaker introduces self as a TF:V agent (-2), Chalmers's smell has been revealed (-1), speaker approaches in a group (-3), speaker reveals knowledge of the Strix (-5)

Help: Speaker gives description of a more influential person (+2), speaker presents herself as directly influential (+3), speaker feigns ignorance (requires a successful Manipulation + Subterfuge roll, +2 if successful), speaker reveals knowledge of the Strix and feigns obeisance (+3)

Roll Results

Dramatic Failure: Not only does Chalmers read the speaker like a book, but he will also do whatever is in his power to plant evidence and arrest her. If already away from witnesses, he will attempt to murder and possess the character.

Failure: Chalmers is dismissive and instead focuses more on those other individuals at the scene of the crime, looking for opportunity.

Success: Chalmers suspiciously and reluctantly goes with the character away from the crime scene. However, the ancient monster is prepared for a ruse, and is not likely to be surprised or ambushed (+2 on his Wits + Composure to resist ambush, see the **World of Darkness Rulebook**, p. 46).

Exceptional Success: Chalmers is convinced that the speaker has an ideal opportunity for him, and leaves without much consideration or hesitation. Due to his hunger for a better body, he's at a -2 to his Wits + Composure roll to resist ambush.

Consequences

If Chalmers is convinced to leave the scene, once he is alone with his charge he will attempt to poison and possess them. If he's ambushed, he will run, but if forced, he will defend himself to the utmost. He will fight ruthlessly, disregarding the safety of his temporary body. He will also make full use of his Agonize Dread Power to incapacitate his enemies.

The detective's body isn't long for usefulness, and he's growing a bit risky in his hunt. If the speaker presented herself in a knowledgeable or sympathetic way, he'll make ridiculously grandiose offers in exchange for suitable hosts. Of course, he does not intend to make good on them.

If its physical body is destroyed, the Strix will evacuate the corpse as a wisp of smoke. Unless the cell is specially equipped, he will be impossible to harm. If they are capable of harming such entities, his traits as a spirit are the same, with the exception of the Attributes, which change to Power 5, Finesse 3 and Resistance 5. His greatest weakness is that in his incorporeal form, he can only travel in the darkness. If presented with direct light, he is immobile.

Officer Chalmers, Possessed Detective

Quotes: *"Give me a reason not to put you in a holding cell for the night. Oh? You're innocent? Not good enough. Come with me."*

"I hear that Detective York is set for a promotion. Doesn't he still live near Byberry?"

"Petty little child, I'm older than the dirt that forms your sad little shell. I could make you beg that I push your soul aside and take your body for my own. Don't make me angry."



Virtue: Fortitude. The Strix puppeteer over Chalmers' body believes itself to be an ancient half-god, and that nothing can stop it from furthering its race's agenda of world domination. To admit any weakness would be to deny his very nature and godhead.

Vice: Greed. Everyone and everything falls under two categories; something that can be used to further his goal of dominance, or something that should be ignored. He pursues things in the first camp to the exclusion of all other concerns. He will ignore the second camp until it gets in the way of his goal, at which time there is no behavior too vicious for him to resort to in his single-minded obsession to the mission.

Background: A creature called a Strix is possessing Chalmers' corpse. The creature itself has lived a remarkably long time; it has trace memories dating back thousands of years. It has recently awoken from a long period of dormancy and has inhabited three other corpses during this brief time. The first was an already dead, vagrant woman it found moments after its awakening. The second was a gas station attendant she stabbed to death as he left his shift.

Third and most important was Chuck Chalmers' late wife Laura, a body found as the Strix passed by the conclusion of her funeral services. Laura had just recently died of cervical cancer. A week later, Officer Chalmers passed by the monster in his wife's body on his way home from work. Confused, he confronted her. The Strix quickly realized the authority Chalmers held as a police officer, and agreed to go home with him. They talked at length, the crafty being using the conversation to pull information about Chuck's life from him.

After a tense and confusing night, the Strix smothered Chalmers with a pillow, laying claim to his body. For the past day, it has been biding its time, pretending to be Chalmers until it can find a suitable, more powerful body to inhabit. The ruse is thin, though, and it is liable to hop bodies again soon if people begin to pay too much scrutiny to the current façade.

Task Force: VALKYRIE is on his trail. Through informants and undercover work, they have unearthed very basic information about these Strix, not remotely understanding their true natures or full capabilities.

Description: Without a strong intuition or a very close inspection, Chalmers looks like your average, run-of-the-mill police detective. He is handsome for his fortysish years, with light brown hair showing hints of gray. The wrinkles along his face tell many stories, the kind of stories that make suburban people idolize the police force. Chuck could stand to lose some weight, but he's still quite fit for his age. Anyone stepping within arm's reach of the man notices quickly that he wears remarkably strong cologne. Anyone investigating further (and succeeding in a Wits + Composure roll with a -2 penalty) will notice that Chalmers smells terrible. The cologne masks the putrefaction, but not entirely.

Lastly, curious hunters may notice that his eyes shine when faced with direct light, more like a bird's than a person's.

Storytelling Hints: Chalmers is vanilla. The cop himself is not particularly important, but this is intentional. If your game already has made mention of a police detective, this tool kit can be modified to accommodate, possibly inspiring more in-depth action by the cell.

The creature's goal is to possess increasingly more powerful people, to further its kind's agenda of domination. It isn't so alien that it can't understand what humans do or say, but ultimately its goals and survival take precedence. It is crafty, and knows that no matter what, it can abandon the body any time.

When interacting with anyone who may be powerful, or seems to know prominent people, the Strix will immediately hone in and begin the hunt. It may approach this through social methods as it tries to ingratiate itself to the target, or it may just stalk her, depending on the nature of the subject. It is an opportunist primarily, and it knows that it doesn't know Chalmers enough to keep this ruse up for long.

Play up the creature's detached nature. This is not the empathic public servant who has served two decades on the force. This nameless, ancient monster kills as easily as it makes its host body pretend to breathe. Be dismissive and distant in your portrayal. Whatever scene he is supposedly investigating, he clearly does not care about the outcome. Is he investigating car full of people torn asunder by a train? He cares no more or less than the telemarketer calling to change your long distance provider.

HUNTER

THE VIGIL

Name: Officer Chalmers
Concept: Possessed
Detective

Virtue: Fortitude
Vice: Greed

Profession:
Compact:
Conspiracy:

Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

SKILLS

Academics (Criminal	
<input type="checkbox"/> Justice)	●●●●●
<input type="checkbox"/> Investigation	●●●●●
<input type="checkbox"/> Medicine	●●●●●
<input type="checkbox"/> Occult	●●●●●
<input type="checkbox"/> Athletics	●●●●●
Brawl	
<input type="checkbox"/> (Grappling)	●●●●●
<input type="checkbox"/> Firearms	●●●●●
<input type="checkbox"/> Larceny	●●●●●
Stealth	
<input type="checkbox"/> (Shadows)	●●●●●
<input type="checkbox"/> Survival	●●●●●
<input type="checkbox"/> Weaponry	●●●●●
Animal Ken	
<input type="checkbox"/> (Birds)	●●●●●
<input type="checkbox"/> Intimidation	●●●●●
<input type="checkbox"/> Persuasion	●●●●●
<input type="checkbox"/> Subterfuge	●●●●●
<input type="checkbox"/>	○○○○○

MERITS

Disarm	●●●●●
Fast Reflexes	●●●●●
Fleet of Foot	●●●●●
Language	
(Any Necessary)	●●●●●
Resources	●●●●●
Status (Police)	●●●●●
	○○○○○
	○○○○○
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FLAWS

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HEALTH

●●●●●●●○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●●●●
□□□□□□□□□□

TACTICS

Morality	1
Size	5
Speed	13
Defense	3
Initiative Mod	10
Armor	Police-Issue Kevlar, 1/2

NOTES

Derangements: (Megalomania 2, Narcissism 4)
Dread Powers: Agonize 4, Ride Corpse 2*

Weapons/Attacks:

Type	Damage	Dice Pool	Notes
Glock .22	2 (L)	6	
Handcuff	0	6	Durability 3, Structure 2
Baton	2 (B)	5	
Strangle	0	3	

Notes: Chalmers carries a small syringe with a cocktail of volatile poisons, enough for 1 dose at full potency or 2 at half potency. Half dose is a Toxicity 4 poison (see the World of Darkness Rulebook, p. 180); a half dose is a Toxicity 6 poison.

Audio Prop

You can present this piece in a number of ways. If a member of the cell is in Task Force: VALKYRIE, this can be a phone call from a ranking operative. If not, it may be a voicemail left on a smartphone dropped on the scene from an agent, or it could be overheard by enterprising cell members at a particularly hectic crime scene.

Agent, this is Operative Christina Butler.

Listen and listen well: Recently, a former operative came into some very alarming information. I don't have time to send you the full report; you do not have time to read it.

The entity in question calls itself a "Stricks." Our intelligence indicates that it was formerly human; it uses some form of sorcery to inhabit the bodies of the dead.

It is cunning, and it has no regard for the lives it takes and puts at risk. Other sorcerers have attempted to bargain with them and... We need not further consider those sorcerers as threats.

Operatives have provided evidence that their goal involves some form of political domination. They are attempting to take influential people's bodies and lives, to what ends we do not know. Clearly, we cannot allow this to happen.

There have been strong readings in the area around Bristol and Neshaminy Boulevard; there is a police investigation currently underway in regards to what we believe is an unrelated incident.

This would lead us to believe that you should be scrutinizing those in positions of power. Whomever the sorcerer is possessing will be dead. Intelligence has not made us aware just how well the bodies feign life, but we do know that they've fooled more than a few agents in the past.

Do not engage alone. It is ruthless, and will not compromise its security in any way. We cannot risk its revelation to the world at large, this is very important; I repeat we cannot under any circumstance risk revelation. Put this priority ahead of all other concerns, including bystander life. If word gets out about this situation, there will be widespread panic.

Our intelligence indicates that these Strix can use sorcery to impose debilitating pain, and feel no pain in their shells. When slain, they make every effort to leap to another body. When unable to do so, they will leave the body in an ethereal state. If you or one of your associates have been issued 008K64TFV Etheric Rounds, you can should be able to harm the resulting ephemera.

[static] weakness [static] light [static]

Move carefully, agent. All it has to do is find another body to inhabit, and you're back to square one. Let's not let that happen. Keep your own safety

in mind, as you are a prime candidate for possession. We believe that our scrutiny is currently unknown to the sorcerers. We would rather it escape than risk knowledge of our involvement.

Agent, this is your opportunity to shine. Don't let us down. We expect a full and successful report to Alpha team when you are disengaged. And... good luck. Over and out.

To listen to the audio prop of Christina Butler's message double click the poster.
Once you start the recording you will not be able to stop it until it reaches the end without closing the pdf.

