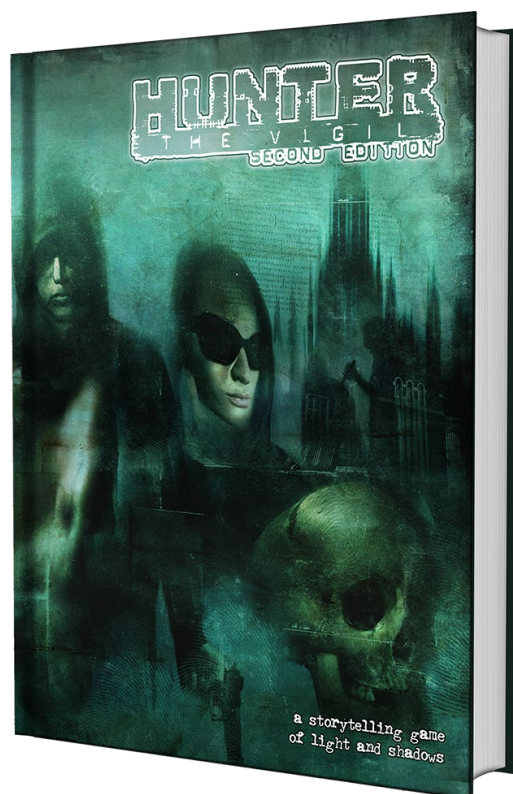


HUNTER THE VIGIL SECOND EDITION

Kickstarter Manuscript Preview

Appendix A, B, C

The **Appendices** provide Equipment, Conditions, and Tilts likely to come into play in **Hunter**.



Appendix One: Equipment, Custom Gear, and Traps

This appendix lists sample equipment, details an optional system for further customizing hunting gear, and provides rules for building traps.

Equipment

The following are lists of basic equipment **Hunter: The Vigil** characters can use. For additional Mental, Physical, and Social equipment, see the **Chronicles of Darkness Rulebook**, starting on p. 270.

Weapons

Melee Weapons Chart

[BEGIN CHART]

Type	Damage	Initiative		Strength		Size	Availability	Special
Sap	0	−1	1	1	•	Stun		
Brass Knuckles	0	0	1	1	•	Uses Brawl to attack		
Baton	1	−1	2	2	n/a			
Crowbar	2	−2	2	2	•			
Tire Iron	1	−3	2	2	••	+1 Defense		
Chain	1	−3	2	2	•	Grapple		
Shield (small)	0	−2	2	2	••	Concealed		
Shield (large)	2	−4	3	3	••	Concealed		
Knife	0	−1	1	1	•			
Rapier	1	−2	1	2	••	Armor piercing 1		
Machete	2	−2	2	2	••			
Hatchet	1	−2	1	1	•			
Fire Axe	3	−4	3	3	••	9-again, two-handed		
Chainsaw	5	−6	4	3	•••	9-again, two-handed		
Stake*	0	−4	1	1	n/a			
Spear**	2	−2	2	4	•	+1 Defense, two-handed		
Stun gun (melee) modifier for damage	1	1	1	1	•	Stun; bonus successes don't add to		
Stunbolt/stakebolt gun*		2	−3	3	1	••••	Armor piercing 2; stun	

[END OF CHART]

Type: A weapon's type is a general classification that can apply to anything your character picks up. A tire iron might be any metal club, such as an antique mace, a metal baseball bat, or a hammer, while a hatchet might be a meat cleaver or an antique hand axe.

Damage: Indicates the number of bonus successes added to a successful attack. Weapons always deal lethal damage against ordinary people. The type of damage may vary against supernatural opponents.

Initiative: The penalty taken to Initiative when wielding the weapon. If using more than one weapon, take the higher penalty and increase by 1.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Size: Size 1 items can be hidden in a hand; two Size 2 items can be hidden in a coat; Size 3+ items cannot be hidden.

Availability: The cost in Resources dots or the level of Social Merit needed to acquire the weapon.

Concealed: A character that wields a shield but doesn't use it to attack can add its Size to his Defense and uses its Size as a concealment modifier against ranged attacks.

Grapple: Add the chain's weapon modifier to grappling dice pools.

Stun: Halve the victim's Size when aiming for the head with intent to stun.

Two-handed: This weapon requires two hands. It can be used one-handed but doing so increases the Strength requirement by 1.

* To pierce the heart, a stake must target it specifically (-3 to attack rolls) and must deal at least five damage in one attack, or four with a stakebolt gun.

** The reach of a spear gives +1 to Defense against opponents who are unarmed or wield weapons of Size 1.

Ranged Weapons Chart

[BEGIN CHART]

Type	Damage Example	Range Clip Special	Initiative	Strength	Size	Availability
Revolver, light Special)		20/40/80	6 0	2 1	••	SW M640 (.38
Revolver, heavy Magnum)		2 35/70/140	6 -2	3 1	••	SW M29 (.44
Pistol, light	1	20/40/80	17 + 1 0	2 1	•••	Glock 17 (9mm)
Pistol, heavy ACP)	2	30/60/120	7 + 1 -2	3 1	•••	Colt M1911A1 (.45
SMG, small* (9mm)	1	25/50/100	30 + 1 -2	2 1	•••	Ingram Mac-10
SMG, large*	2	50/100/200	30 + 1 -3	3 2	•••	HK MP-5 (9mm)

Rifle	4	200/400/800	5 + 1	−5	2	3	••	Remington M-700
(30.06)								
Assault Rifle*	3	150/300/600	42 + 1	−3	3	3	•••	Steyr AUG (5.56mm)
Shotgun**	3	20/40/80	5 + 1	−4	3	2	••	Remington M870 (12-gauge)
Crossbow***	2	40/80/160	1	−5	3	3	•••	
Repeating crossbow***		1	20/40/100		9 + 1	−3	3	3 ••••
Stun gun (ranged)***	1	5	1	0	1	1	•	Taser Stun; bonus successes don't add to the modifier for damage
Pepper spray	0	1/2/3	n/a	0	1	1	•	Stun; Penalty, deals no damage
Civilian flamethrower	max 4	10/30/—		30	−4	3	4	••• N/A
Incendiary****								
Military flamethrower	max 4	30/50/—		30	−5	3	4	•••• N/A
Incendiary****								
Homemade flamethrower	max 3	5/10/—		10	−2	1	1	• N/A
Incendiary****								

[END CHART]

Damage: Indicates the number of bonus successes added to a successful attack. Weapons always deal lethal damage against ordinary people. The type of damage may vary against supernatural opponents.

Ranges: The listed numbers are short/medium/long ranges in yards/meters. Attacks at medium range suffer a −1 penalty. Attacks at long range suffer a −2 penalty.

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

Initiative: The penalty taken to Initiative when wielding the weapon. If using more than one weapon, take the higher penalty and increase it by 1.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a −1 on attack rolls.

Size: Weapons of Size 1 can be fired one-handed; Size 2 weapons must be fired two-handed and can be hidden in a coat; Size 3 weapons can be fired two-handed, but not hidden on one's person.

Availability: The cost in Resources dots or the level of Social Merit needed to acquire the weapon.

Stun: Halve the victim's Size when aiming for the head with intent to stun.

Penalty: Pepper spray inflicts a −5 to all actions, reduced by one for every turn the victim spends rinsing his eyes.

* The weapon is capable of autofire, including short bursts, medium bursts, and long bursts.

****** Attack rolls gain the 9-again quality.

******* Crossbows and ranged stun guns take three turns to reload between shots (stun guns must replace the compressed air cartridge); a repeating crossbow takes five turns to reload fully. A crossbow can also be used to deliver a stake through the heart (–3 to attack rolls; must deal at least five damage in one attack).

******** Flamethrowers inflict the Burning Tilt if they deal any damage to the target, but each attack can only deal damage up to the flame’s size + heat. See p. XX for details.

Armor

[BEGIN CHART]

Type	Rating	Strength	Defense	Speed	Availability	Coverage
Modern						
Reinforced clothing*	1/0	1	0	0	•	Torso, arms, legs
Kevlar vest*	1/3	1	0	0	•	Torso
Flak jacket	2/4	1	–1	0	••	Torso, arms
Full riot gear	3/5	2	–2	–1	•••	Torso, arms, legs
Archaic						
Leather (hard)	2/0	2	–1	0	•	Torso, arms
Chainmail	3/1	3	–2	–2	••	Torso, arms
Plate	4/2	3	–2	–3	••••	Torso, arms, legs

[END CHART]

Rating: Armor provides protection against normal attacks and firearms attacks. The number before the slash is for general armor, while the number after the slash is for ballistic armor.

Strength: If a character’s Strength is lower than that required for her armor, reduce her Brawl and Weaponry dice pools by one.

Defense: The penalty imposed on a character’s Defense when wearing the armor.

Speed: The penalty to a character’s Speed when wearing the armor.

Availability: The cost in Resources dots or the level of Social Merit needed to acquire the armor.

Coverage: The areas of a character protected by the armor. Unless an attacker targets a specific unarmored location (see “Specified Targets,” p. XX), the armor’s protection applies. Wearing a helmet increases the armor’s coverage to include a character’s head.

* This armor is concealed, either as normal clothing (e.g. biker leathers) or from being worn under a jacket or baggy shirt. Attackers have no idea the target is wearing armor until after they land a successful hit.

Services

[CHART]

Service	Availability	Die	Bonus
Academics			
Historical specialist consulting	•••	+3	
Research assistance from grad students	••	+2	
Translation of a dead language	•••	+2	
Computer			
Custom phone application	•••	+2	
Digital image enhancement	••	+3	
Graphic design/forgery	••	+2	
Crafts			
Antiquities restoration	•••	+2	
Auto repair	••	+3	
Custom equipment modifications	•••	+2	
Investigation			
Consultation on evidence	•••	+3	
Investigative photography	•••	+2	
Private investigation/background check	••	+2	
Medicine			
Black-market surgeon	••••	+3	
Expert medical witness	••••	+2	
Rush plastic surgery	••••	+2	
Occult			
Esoteric consultant/sage	••••	+3	
Exorcist	•••	+2	
Protective amulets or wards	••••	+1	
Politics			
Campaign assistant	•••	+3	
Cutting red tape (read: bribe)	•••	+2	
Spin doctor	•••	+2	
Science			
Fact checking	••	+3	
Falsifying research/coverup	•••	+2	

Lab access •• +2

Athletics

Meditative assistance ••• +2

Personal trainer ••• +3

Throwing an athletic competition •••• +4

Brawl

Arrange underground boxing ring ••• +2

Bodyguard service ••• +3

Self-defense classes • +1

Drive

Chauffer •• +2

Stunt performance/mock crash ••• +3

Tour bus rental •••• +2

Firearms

Antique gun repair ••• +2

Cover fire from gangs ••• +3

Procuring smuggled military arms •••• +2

Larceny

Breaking and entering ••• +2

Security consulting ••• +2

Stealing a protected relic •••• +3

Stealth

Strategic distraction ••• +3

Tailing a suspect ••• +2

Targeted vandalism •• +2

Survival

Field dress and preserve an animal ••• +1

Trail guide •• +3

Weatherproof a shelter •• +2

Weaponry

Properly forged sword ••• +2

Identify wound from obscure weapon ••• +2

Training in archaic warfare ••• +2

Animal Ken

Buy a trained animal	•••	+2
Identify animal droppings	••	+1
Rule out natural causes of death	•••	+2

Empathy

“Good cop” interrogator	•••	+2
Neutral arbitrator	•••	+2
Therapy session	••	+1

Expression

Document forgery	•••	+3
Ghostwriting	••	+2
Motivational speech	•••	+1

Intimidation

Anti-interrogation training	••••	+3
“Bad cop” interrogator	•••	+2
Deprogramming therapy	•••	+2

Persuasion

Defense attorney	•••	+3
Hostage negotiator	••••	+3
Pickup artist	•••	+2

Socialize

Catering	••• or ••••	+1 or +2
Elocution consulting	•••	+1
Escort	•••	+2

Streetwise

Arrange a rave or block party	•••	+2
Black market access	••	+2
Find crash space	••	+1
Smuggling contraband	•••	+1

Subterfuge

Amateur actor/actress	••	+2
Con artistry	•••	+2
Gambling ringer	•••	+2

[[END CHART]]

Vehicles

[BEGIN CHART]

Vehicle	Dice	Modifier	Size	Durability/Structure	Speed
Motorcycle	-1	7	2/9	100	
Compact car	-2	8	3/11	90	
Station wagon	-3	12	3/15	80	
Sports car	-1	10	2/12	140	
Limousine	-4	20	3/18	60	
Van	-3	18	3/21	80	
Pickup truck	-2	15	4/19	80	
SUV	-2	15	4/19	100	
Motorboat	-2	10	2/12	60	

[END CHART]

Customizing Gear

While a hunter has plenty of options for acquiring fieldwork gear, sometimes even the military and the black market can't help with the kinds of modifications necessary to bring down a werewolf or detect spirits. Some hunters just don't have the resources or connections for the fancy stuff and must make do with what they can scrounge up at the hardware store. And sometimes, all they've got is a pickup truck, a fence post, barbed wire, and five minutes. That's where custom gear comes in.

This book presents basic rules for building and modifying equipment on p. XX. If players want to dig a little deeper into the world of custom gear, use these optional expansions.

Vehicle Modifications

A vehicle can support a number of modifications equal to twice the mechanic's Crafts rating; each modification requires four hours to install. Characters don't need to roll unless the character is under stress or lacks proper tools, in which case the Storyteller can require an Intelligence + Crafts instant action for each modification.

Example Vehicle Modifications

- +1 dice modifier, to a maximum of +5
- +2 dice to a secondary equipment bonus, e.g. a masterful paint job granting a bonus to Persuasion rolls
- +2 Structure
- +5 Speed
- Two modifications add the High Acceleration modification

- Two modifications add 1 Size rank, which also increases Structure
- Two modifications add 1 Durability, to a maximum of 5

Long-Term Modifications

Hunters are in it for the long haul, which means most eventually end up with a personal arsenal of signature weapons, gadgets, and gear. A member of the Lucifuge doesn't want to recalibrate her EMF reader to pick up the presence of different kinds of demons each time, so she modifies it to easily cycle through the three frequencies she needs in seconds. Someone who hunts primarily vampires has a variety of creative ways to put a pointy wooden object through a dead heart on hand at all times. Every hunter's private cache is unique, and some turn a decent profit by buying, selling, and trading modified equipment to other cells.

Below is a more detailed list of common modifications hunters make to various kinds of equipment. The Availability of a modification adds to that of the original item and reflects how difficult it is to acquire the materials necessary to make the modification. If this would increase an item's Availability beyond five dots, it requires multiple intervals of a Merit's use or multiple Skill rolls to acquire the custom version, or clever bartering and roleplay; nothing can have an Availability beyond ten effective dots. Modification penalties given are the built-in penalties imposed on Build Equipment rolls to modify the original item.

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Modification	Equipment Type	Availability	Build Equipment penalty/Vehicle mods
+1 weapon modifier	Weapons	••	−1 per +1 bonus, max. +3
+1 general <i>or</i> ballistic armor rating	Armor	••	−1 per increase, max. +3
+10 short/medium/long range	Ranged weapons	••	−1 per 10 yards, max. double original range
Bane mods*	Weapons/Armor	•••••	−1-3 depending on complexity
Balance optimization/recoil reduction (−1 Str req., min. 1)	Weapons/Armor	••	−1
Built-in flashlight	Weapons/Armor	••	−2
Vehicle ramming weapons**	Vehicles	•••	2 vehicle mods

* Salt shells and salt-and-pepper spray (p. XX) are simple examples of bane mods; others include using antiballistic gel made with holy water in a bulletproof vest, making bullets or knife blades out of silver, or sewing bells into a suit of body armor.

**For example, blades or stakes jutting from the front bumper. When hitting light objects, the weapons take the reciprocal damage on a failed Dexterity + Drive roll instead of the vehicle, and damage dealt to the target is lethal.

[END OF CHART]

Sample Custom Gear

Below are some examples of modified gear hunters keep handy to even the odds against monstrous foes or track down the untraceable.

Armaments

Bayonet

Availability • or ••, Modification Penalty –1 or –2

Effect: A rifle or shotgun can mount a bayonet, which is a blade attached to the barrel so the wielder can engage in melee combat without switching weapons, onto a built-in metal lug; but many hunters simply duct tape a knife to a gun and call it a day. The former has higher Availability and levies a greater Build penalty but is more stable. Any long-barreled firearm with a bayonet attached can use the traits for a spear (p. XX) at close range. The Availability 1 version snaps clean off when the wielder rolls a dramatic failure. Many hunters attach knives made of silver or iron to their rifles for use as bane weapons.

Flamethrower

Effect: Ordinary flamethrowers come in two types: civilian, for clearing out vegetation, and military, for dealing with enemy fortifications. See the Ranged Weapons chart above for their traits; the capacity given is its equivalent clip size for purposes of knowing when to reload the tank with fluid or propane. Flamethrowers are *incendiary*, meaning they inflict the Burning Tilt if they deal any damage to the target, but each attack can only deal damage up to the flame's size + heat. Normal flamethrowers inflict flames of bonfire size (Damage 2) and Bunsen burner heat (+2 damage). Attacks use Dexterity + Firearms but suffer a –2 if the attacker doesn't have an appropriate specialty. A flamethrower is capable of short, medium, and long bursts just like an automatic firearm (p. XX), and the target's Defense doesn't apply against long bursts. Armor only applies if it's specifically fire-resistant, or a monster has a particular power that protects it.

A hunter can customize a flamethrower with an adjustable nozzle that changes the kind of stream it creates, with a modification Availability of • and penalty of –3. A focused jet stream increases its ranges by 10 yards each and the heat of its flame by +1. A wide spray reduces the total multiple target penalty for medium and long bursts by 2. A mist spray allows the weapon to fire only at its short range but eliminates the multiple target penalty entirely and allows multiple targets on a short burst. Such nozzles have a normal setting as well. Switching nozzle modes is an instant action.

Actual flamethrowers can be hard to come by, not to mention cumbersome to carry into a fight, but fire is such an essential part of a hunter's arsenal that few leave home without knowing how to make one in a pinch. A character can jury rig a civilian-level flamethrower with a gun casing or garden hose, fuel, and a lighter. She can also make a homemade version (modification Availability •, penalty –1) that's much cheaper and easier to build but less effective and more dangerous. Rigging a lighter to line up with the barrel of a water gun and ignite when someone pulls the trigger, and then filling the gun's chamber with lighter fluid, WD-40, or another flammable liquid, is a quick-and-dirty way to set monsters on fire. These flames are smaller (Damage 1), and they only cause the Burning Tilt after at least one full turn of continuous fire. Dramatic failures with such weapons set the wielder herself on fire. Hunters can jury rig less-permanent versions of this in the moment with nothing more than a lighter and an aerosol can of hair spray.

Mirror Darts

Availability ••, Modification Penalty –1

Effect: Cautious hunters take few chances when it comes to a deadly monster spotting them before they're ready. By attaching small mirrors to magnetic or sticky darts loaded into an air

rifle or blowgun and fired at strategic points on walls or other surfaces, a hunter can keep out of sight while spying around corners and give themselves better line of sight for shooting past obstacles. Placing a mirror dart requires a successful Dexterity + Firearms roll, which the target may oppose with Wits + Composure –2 to notice the dart. Using it to help aim a ranged attack reduces all penalties for concealment by one, including those for firing *from* concealment.

Repeating Crossbow

Availability ••, Modification Penalty –3

Effect: The crossbow's biggest downside is its incredibly slow rate of fire due to the time it takes to reload a single bolt. Hunters rig repeating crossbows that can load and fire additional bolts quickly from a magazine atop the shaft or replace the string entirely with a compressed air mechanism that can propel bolts from a rotating cylinder. These don't fire as far or as forcefully, but six tries in a row can make up for that.

Retractable Weapons

Availability •, Modification Penalty –2

Effect: Hunters who prefer small melee weapons like daggers, stakes, and batons rig them up to spring-loaded mechanisms they wear on their forearms. This way, they can hide their weapons under jacket sleeves and bring them to hand with a flick of the wrist; a character can draw a loaded retractable weapon reflexively, but it takes three turns to reload the mechanism to do it again.

Salt-and-Pepper Spray

Availability •, Modification Penalty –1

Effect: While pepper spray does a good job of distracting everyday assailants, monsters often don't react the way a human would to an eyeful of capsaicin. Dissolving a measure of salt into the mix makes creatures that can't abide salt flinch like anyone else, suffering the normal effects of pepper spray in addition to the usual bane effects. The victim suffers the Stun Tilt. An opponent struck suffers a -5 penalty to all actions. This penalty can be reduced by one for every turn spent rinsing the eyes with water.

Salt Shells

Availability •, Modification Penalty –1

Effect: Normal shotgun shells are filled with shot — a cluster of tiny, round metal pellets. A hunter can fill a shotgun shell with rock salt instead, a trick for making the guns less lethal to normal targets (–1 damage modifier) but also allowing them to fire a spread of salt at a monster that treats it as a bane.

Stun Gun/Cuffs

Availability •, Modification Penalty –2

Effect: An ordinary stun gun is either handheld or fires darts tethered to the gun itself by wires up to 15 feet long. The handheld version can attack up to 50 times before its battery must recharge, and uses Dexterity + Weaponry – Defense. The ranged version has similar battery life, but the attacker must reload the darts after each shot, and it uses Dexterity + Firearms – Defense. Either version only deals one point of lethal damage on a hit, but the rolled successes subtract

from the target's next dice pool. The ranged version leaves the darts embedded in the target's body, adding three successes automatically each turn; the target can remove them with a Strength + Stamina roll, penalized by the initial rolled successes. With the handheld version, the attacker can roll Strength + Weaponry – (greater of the target's Strength or Defense) to similarly maintain the shock. Once accumulated successes exceed the target's Size, the target collapses into neuromuscular incapacitation. Once the shock ends, this lasts for (10 – target's Stamina) turns.

Hunters who need to capture prey can attach a stun gun's leads to a pair of handcuffs or set of shackles and run 15-foot wires from the cuffs to the trigger mechanism, creating a convenient way to restrain (and potentially torture) creatures that shrug off mere steel. Once the character successfully restrains the target (p. XX), no attack roll is necessary to apply the shock each turn, and he may leave it active continuously or not as he chooses.

Stunbolt/Stakebolt Gun

Availability •, Modification Penalty –1

Effect: A stunbolt gun, or captive bolt pistol, delivers a swift blow of incredible force at close range using compressed air or a blank firearm round to propel the rod inside just a few inches. Hunters use them as-is to punch through thick monster hides, but those who fight things that die when you drive wood through their hearts can replace the steel rod with a sharp wooden stake. When used to target the heart, the stakebolt version only needs to deal 4 damage in one attack to penetrate rather than 5.

Hunters can substitute other things for the rod as well, such as a syringe or silver knife that needs extra oomph to pierce thick skin.

Despite the name, a stunbolt gun is a melee weapon, with traits on p. XX.

High-Tech Devices

Radiation Imaging

Availability ••• or ••••, Modification Penalty –5

Effect: A hunter can modify a camera, either still or video, to pick up more of the electromagnetic spectrum than just the visible range of light. Infrared is the most common wavelength viewed this way, to find fluctuations in temperature that reveal the presence of living things (or ghost possession) even in complete darkness; but if a monster's known for giving off ultraviolet radiation or x-rays, a hunter could find those too with some work. At Availability ••••, she can also add software to a modified digital camera (or pair of augmented reality glasses) to recognize and filter for specific radiation patterns that suggest the presence of certain kinds of monsters.

Signal Jammer

Availability •• or •••, Modification Penalty –1 or –3

Effect: A hunter can modify anything that transmits signals, from walkie talkies to cell phones and Bluetooth devices, to jam signals or cause feedback instead by flooding usable frequencies with noise. Most do it to stop monsters that pretend at civilization from calling for backup, but in some cases the monsters themselves or their inscrutable devices receive otherworldly signals that

use radio frequencies. Disrupting these can give a hunter precious seconds that can turn a fight around.

If a hunter knows the specific frequency she wants to jam, the modification has lower Availability and a lower penalty. Jamming a wide spread of common frequencies requires much more specialized equipment, a generous power supply to drown out other signals, and delicate work.

Hunters can also simply acquire a signal jammer without modifying other equipment; these have Availability ••••.

Investigation Aids

Electromagnetic Field (EMF) Detector

Effect: An ordinary EMF detector is a handheld device that electricians use to pick up traces of electromagnetic fields in appliances and wiring. It has an equipment bonus of +2, Availability •, Durability 1, Size 1, and Structure 2. Hunters use them to detect the presence or recent passage of ghosts and other spirit-like entities, some of which emit electromagnetic fields of varying strengths depending on the Potency of the entity. If the character actively watches an EMF detector when such an entity uses a Dread Power nearby, no roll is required to notice the spike in results.

Some EMF detectors are narrower in usage, picking up only a certain frequency of readings. Others are broadband, picking up a wide variety. A hunter can modify an EMF detector to quickly cycle through a selection of specific frequencies common to various types of spirits, increasing the equipment bonus to +3 to find evidence of those types. This modification has an Availability of • and a penalty of –1 per specific type of spirit for which the hunter wants to calibrate; switching frequencies is a reflexive action.

Hunter's Best Friend

Availability ••, Modification Penalty –3

Effect: The so-called “Hunter’s Best Friend,” or “Vigil knife,” is like an oversized Swiss Army knife containing a collection of fundamental monster-hunting necessities. Any given example may provide different tools depending on who made it, but the basics include several pocketknives made from different materials, like silver and iron; lockpicks; wire-cutters; penlights; blacklights; lighters; and tubes of useful substances, such as C4, blood for leaving false trails, poisons, chemicals, holy water or oil, and ritual components.

Building and Setting Traps

The Build Equipment rules on p. XX detail how characters can make five types of equipment: physical objects, organizations, repositories, plans, and minor mystical talismans. Hunters can also make a sixth type of equipment: traps. Making a trap can involve actually building it from scratch, or just setting it up to await its prey. The dice pool for building a trap uses either Crafts or Survival.

A trap doesn’t grant an equipment bonus to actions. Instead, it imposes a penalty to all attempts to escape its effects, whether the victim must free itself from captivity, avoid triggering the trap in the first place, or dive clear of an explosion. Building a trap uses this trait instead of an equipment bonus to determine the built-in penalty for the Crafts roll.

For roleplaying purposes, a trap's Build Equipment penalty can reflect different things. Traps that rely on electronic components or explosives require more care and more skill to set in the first place, while cruder mechanical traps are relatively simple to set but harder to hide effectively.

A trap with the Fragile Condition (p. XX) can only hold a monster until it falls apart, even if the monster fails its roll to escape. Traps meant to deal damage, like a land mine, simply become inert after Fragile resolves. A dramatic failure to build or set a trap usually results in the hunter herself falling victim to the trap's effects. Hunters can risk Willpower (p. XX) to set or spring traps for monsters and can Jury Rig (p. XX) traps during action scenes, but can't combine the two, since every failure on a Jury Rigging action is already a dramatic one.

If a character uses a creature's bane in a trap's construction, the creature suffers all the usual effects of coming into contact with the bane (p. XX). The Storyteller may impose additional penalties to the creature's attempts to escape in this case, but these don't factor into the Build Equipment penalty. However, characters can only build physical traps with these rules, which are only capable of affecting corporeal creatures. To catch ghosts, spirits, and other things that require mystical binding to contain, hunters must use the Bind/Ward Tactic (p. XX).

Trap Triggers

Some traps take effect when the victim activates a certain trigger, like stepping on a pressure plate or turning a doorknob rigged with a hidden switch. Each type of trigger carries an innate trap penalty of its own, reflecting how difficult it is to notice or avoid. A trap's overall penalty is a combination of the trigger's penalty and the effects' penalty, rolled into one as an abstraction of the trap's overall effectiveness, to a maximum of -5.

For instance, a bear trap triggers when someone steps on its pressure plate, which carries a -1 penalty. The trap's effect is a pair of metal jaws that shut tightly on the victim's leg; escaping those represents another -1 penalty, bringing the total trap penalty to -2. Players and Storytellers improvising traps on the fly can estimate the penalty imposed by its intended effects and then add the necessary trigger penalty.

Here are some example triggers:

[THIS IS A CHART]

Trigger	Penalty
Pressure plate/Spring	-1
Tripwire/Snare	-1
Hidden switch/Booby-trapped device	-2
Manual trigger (detonator, lever, etc.)	-2
Motion sensor	-3

[END OF CHART]

Avoiding a Trigger

A character who's about to trigger a trap rolls once to both notice and avoid it. This action is only contested for traps with manual triggers, such as an explosive that a hunter must detonate by hand.

Action: Reflexive

Dice Pool: Wits + Composure — trap penalty vs. Wits + Dexterity

Roll Results

Success: The character notices the trigger in time to avoid the trap's effects.

Exceptional Success: The character avoids the trap's effects and manages to deactivate the trap, ruin it, or make it temporarily inert without another roll.

Failure: The character sets off the trigger but notices it immediately.

Dramatic Failure: The character sets off the trigger and doesn't even notice until the trap's effects take hold; he forfeits any rolls to escape these effects for a number of turns equal to the Crafts rating of whoever set the trap.

Example Traps

Below are some example traps that hunters build or set. The trap penalty listed here is for the trap's *effects only*; any trap that notes activation by trigger adds the appropriate trigger penalty, as above.

Bear Trap

Trap Penalty -1, Durability 3, Size 2, Structure 5, Availability ••

Effect: A bear trap is a large metal contraption that looks something like a set of deadly jaws. For this reason, they're also commonly called jaw traps. When a creature steps into the bear trap, it triggers the built-in pressure plate, snapping the jaws shut on the creature's leg. Due to the serrated edges on the trap, this can cause massive bleeding or even broken bones.

The jaw trap deals three points of lethal damage and ignores two points of armor or Durability. In an action scene, it also imposes the Leg Wrack Tilt (p. XX). A character trapped in the jaws can attempt to escape as an instant action. Doing so requires a Strength + Stamina roll. Failure causes another point of lethal damage as the jaws dig in further. Creatures without opposable thumbs cannot escape this way and must rip themselves free.

Rolls to hide a bear trap suffer its trap penalty. It's difficult to hide due to its awkward shape and weight.

Deadfall Trap

Trap Penalty -1, Durability 2, Size 5, Structure 7, Availability •

Effect: At its simplest, a deadfall trap is a heavy object or pile of rubble suspended above a trigger. When activated, the object falls and crushes the victim beneath its bulk. Controlled demolition can also create a deadfall trap by destroying structural supports and causing a wall or ceiling — or even an entire building — to collapse on top of the victim.

A deadfall trap deals three levels of lethal damage and imposes the Immobilized Tilt. Escaping requires a Strength + Athletics roll to shift aside the object or rubble. Dramatic failures often inflict the Arm or Leg Wrack Tilt to reflect twisted ankles and the like.

Mine

Trap Penalty -2, Durability 3, Size 1, Structure 4, Availability •••

Effect: A mine is anything designed to do harm when a victim activates the trigger. It could be a proper land mine, but more often hunters create makeshift explosives using gunpowder or chemicals. A mine could release toxic gas or flames instead of exploding or could deal additional shrapnel damage with nails or other sharp objects.

Mines that release tear gas or toxins use the rules for poisons (p. XX) but apply to everyone within a few yards. An incendiary mine sets the victim and objects nearby on fire, per the rules on p. XX. Explosive mines have the following traits: Damage +2, Blast Area 1, Force 2. An explosive mine packed with shrapnel has Damage +3 instead. Mines built to deal damage to vehicles as they pass, rather than individuals, have Blast Area 3 and Force 3, and increase the trap penalty to -3.

The character who triggers a mine doesn't get a roll to dive for cover; he's already doomed himself by failing to avoid the trap in the first place. The Storyteller might allow other characters in the area to roll depending on circumstances.

Explosives

Explosive equipment, such as a grenade or a land mine, has the following traits:

- **Damage:** automatically inflicted on everyone and everything in the blast radius. Aggravated at ground zero, lethal in primary blast area, bashing in secondary area. Objects downgrade levels equal to Durability; remaining aggravated damage bypasses Durability entirely.
- **Blast Area:** listed blast area is the primary area; secondary area is twice that. Ground zero is a smaller area in the explosive's immediate vicinity.
- **Force:** roll Force as an attack dice pool to inflict additional damage; only apply Defense if a victim has supernatural speed. Mundane armor only counts for half its ballistic rating. Add the explosive's Damage trait as a weapon modifier to the rolled successes.
- **Tilts:** anyone who takes damage from an explosive also suffers the Deafened Tilt. Individual explosive types may impose other Tilts also.

Net

Trap Penalty -1, Durability 1, Size 3, Structure 4, Availability •

Effect: Characters can deploy nets in many ways. The Restrain grappling move (p. XX) and the Capture Tactic (p. XX) are the most common, but hunters can fire a weighted net from a net gun, or from a camouflaged rocket-powered launcher to catch monsters unawares (which counts as a manual trigger). They can also rig a net with a snare trigger, hiding it underfoot until the prey stands in its center and then hauling it up to hang suspended with the creature inside.

The key to trapping a monster in a net is to entangle it in the mesh, limiting its movements. An entangled target suffers the Immobilized Tilt (p. XX) but attempts to free itself don't cause any damage unless the net is made of razor wire or something similar, in which case it deals one point of lethal damage per escape attempt and has Durability 3 instead.

Pit Trap

Trap Penalty –1 or –2, Durability 1, Size 6, Structure 7, Availability •

Effect: By default, a pit trap is just a deep hole dug into the ground, then covered with foliage, a tarp, rickety planks, or something else to keep it hidden. If it's a permanent feature, it might have walls lined with wood, stone, or another material, which could increase the Durability. Hunters usually build pit traps near something that will attract a monster, like enticing prey or the entrance to a building. If the concealment fools the creature, it falls into the pit when it steps on whatever hides the hole from view and can't climb back out. Ordinary pit traps are usually about two meters deep, but hunters dig them deeper to keep foes with superhuman abilities from leaping out.

Regular pit traps inflict falling damage as normal and impose a –1 total trap penalty, increased by one for every additional meter of depth beyond two meters. A hunter can line the pit with barbed wire or sharp spikes to deal an additional one point of lethal damage and impose a –2 trap penalty instead. She can even tip the spikes with poison to make the trap even meaner. Escaping a pit trap requires a Strength + Athletics – (trap penalty) roll to climb or jump out.

Rigging a pit trap with a trapdoor that the hunter can operate with a lever or electrical controls is an equipment modification with a Build Equipment penalty of –1 or –2 depending on how complex and reliable the mechanism is.

Silent Alarm

Trap Penalty –2, Durability 1, Size 1, Structure 2, Availability ••

Effect: A hunter can rig a silent alarm by pairing a trigger with a device that sends out a signal. A character might receive the signal via radio, cell phone, or something else. Hunters set silent alarms when they want to know when a monster has taken their bait, or when it's too dangerous to directly engage. The alarm has no effect on the monster.

Spring Gun

Trap Penalty –1, Durability 2, Size 2, Structure 4, Availability ••

Effect: Characters can rig a gun, such as a shotgun or rifle, or anything else that launches projectiles, to fire when a victim activates the trigger. Hunters most commonly use these to trap a door, shooting anyone who opens it. Ordinary firearms deal their usual damage. A hunter can use this type of trap to launch just about anything: tranquilizer darts, weighted nets, or even a distinctive scent for tracking. Such a trap might not target the victim directly, but simply exist to make a loud noise and alert the hunters to an intruder's presence.

Appendix B: Tilts

Tilts provide Condition-like mechanical expressions that may be employed during an action scene. This section contains Tilts to add further dimension and flavor to your chronicles. Each presented Tilt is optional and intended for use to set the tone of the story you desire to tell; new Tilts may be created by the Storyteller to accommodate their needs.

Many of these Tilts are mechanical expressions that reflect a sudden and immediate impact to a character's physical or mental health following a dramatic moment or act of violence. They are not to be used to represent long-term disabilities in your game. It is assumed that disabled characters uphold the Vigil just as well as abled characters do.

Arm Wrack

Personal

Description: The character's arm is painfully (and debilitatingly) injured.

Effect: The affected character drops whatever they're holding in that arm and can't use it to attack opponents. If this effect spreads to both limbs, roll only a chance die on any rolls that require manual dexterity, and take -3 to all other Physical actions.

Causing the Tilt: Supernatural power or targeted blow (-2).

Ending the Tilt: Mark an X under the leftmost Health box affected by the attack. The Tilt ends when the damage that caused it heals.

Beaten Down

Personal

Description: The character has had the fight knocked out of him.

Effect: The character cannot take active part in the fight without extra effort. The player must spend a point of Willpower each time he wants the character to take a violent action in the fight. He can still run, Dodge, and apply Defense. If he wishes to take another action, the Storyteller should judge whether the action is aggressive enough to require the expenditure.

Causing the Tilt: The character suffers bashing damage in excess of his Stamina or any amount of lethal damage.

Ending the Tilt: The character surrenders and gives the aggressor what he wants. At this point, the character regains a point of Willpower and takes a Beat but can take no further action in the fight. If the aggressor's intent is to kill or injure the character, obviously surrendering isn't a good option.

Blinded

Personal

Description: A sighted character's eyes are suddenly damaged.

Effect: The character suffers a -3 penalty to any rolls that rely on vision — including attack rolls — and halves his Defense if one eye is blinded. That penalty increases to -5 and loss of all Defense if both eyes are affected.

Causing the Tilt: The normal way to inflict the Tilt is to deal damage to the target's eyes, a specified attack with a -5 penalty (see Specified Targets, p. XX). A successful attack normally damages one eye. It takes an exceptional success to totally blind an attacker. An attacker can inflict temporary blindness by slashing at her opponent's brow, throwing sand into his eyes, or kicking up dirt. This requires an attack roll of Dexterity + Athletics with a -3 penalty, and the victim's Defense applies to this attack. If it succeeds, the target is Blinded for the next turn.

Ending the Tilt: If an attack against the character's eye does any points of damage, mark an X under the leftmost Health box affected by that attack. If the damage inflicted is aggravated the character loses vision in that eye permanently. Otherwise, the condition ends when the damage that caused the Tilt is healed.

Crowded

Environmental

Description: Bodies press in on all sides. Sweat and perfume cling to the air. Passers-by in a hurry give you little room to move.

Effect: After every missed attack, roll a chance die. On a dramatic failure, something or someone in the background gets harmed. Ranged attacks are also made at a -1 penalty, as aiming for a specific target is difficult when droves of others are in the way.

Causing the Tilt: Any place packed with people can cause the Crowded Tilt. The Tilt can also be used to reflect any location crammed full of objects. Either way, when the Tilt is in effect, it means that collateral damage matters.

Ending the Tilt: Waiting until the crowd clears or taking the fight elsewhere.

Crowded: Traffic

Environmental

Description: For places crowded with people and things, the Crowded Tilt provides an ideal mechanical expression for the dangers of collateral damage. Use this Tilt for a more traffic specific environmental threat.

Effect: The chance that cars or people will get damaged is the same as the Crowded Tilt — roll a chance die. Roll damage against cars as you normally would for any large inanimate object. This fight is highly visible and dashboard cams or cell phones are certainly recording the altercation, which may have dramatic repercussions later. Every other turn, the Storyteller rolls a chance die. On a success, traffic starts moving again.

Causing the Tilt: Fighting in traffic.

Ending the Tilt: Getting the fuck out of there.

Deafened

Personal

Description: The character suddenly can't hear.

Effect: If the character is deaf in one ear, he suffers a -3 penalty to hearing-based Perception rolls. A character deaf in both ears only gets a chance die on hearing-based Perception rolls and suffers a -2 penalty to all combat related dice rolls.

Causing the Tilt: A particularly loud noise within 10 feet of the character may cause temporary hearing loss, as though the character were deaf in both ears. Alternatively, a targeted attack on the ear — at a -4 penalty — can deafen a character.

Ending the Tilt: Deafness caused by loud noises fades after (10 - the victim's Stamina + Resolve) turns. If an attack against the character's ear does any points of damage, mark an X under the leftmost Health box affected by that attack. The Tilt ends when the damage that caused the it is healed.

Desperate

Personal

Description: You're on your last legs, but that's not going to stop you.

Effect: A character at the end of her rope may exchange two dice from her attack rolls to increase her damage by 1 (of the same damage type she'd normally cause). This cannot result in more than a -6 penalty for 3 damage. This supersedes the normal limit of -5 on penalties. For example, if her Dexterity + Firearms is 7, she may reduce herself to a Chance die to add 3 damage.

Causing the Tilt: To become Desperate, a character must be suffering a wound penalty and have no Willpower points remaining.

Ending the Tilt: Tilt ends at the end of the scene, or when the character becomes unconscious.

Detritus

Environmental

Description: Fragments of rock litter the ground. Shards of glass gleam and the flickering light of a streetlamp.

Effect: Crossing this area, moving faster than half Speed requires a Dexterity + Athletics roll. Failure means that the character loses his footing and tumbles onto the loose detritus and takes 2 bashing damage. At the Storyteller's discretion, shrapnel or glass may deal lethal damage instead, or inflict the Arm or Leg Wrack Tilt (p. XX).

Causing the Tilt: Any other circumstances in which characters fight somewhere with dangerous fragments on the ground.

Ending the Tilt: The best solution is to take the fight elsewhere, unless the combatants desire to spend their time tidying up the area instead.

Drugged

Personal

Description: The character's mind is addled by mind-altering substances, such as alcohol or drugs.

Effect: A generic narcotic can be represented with one set of modifiers; the character suffers a –2 penalty to Speed (and static Defense, if used) and a –3 penalty to all rolls in combat, including Initiative. The character also ignores wound penalties.

Causing the Tilt: If the character has chosen to take drugs, he suffers their effects. To administer drugs to another character is a Dexterity + Weaponry attack, suffering a –1 modifier for the improvised weapon. If the drug has to go into a specific body part (such as an arm or mouth), it requires an attack against a specified target.

Ending the Tilt: A generic narcotic lasts for (10 – the victim's Stamina + Resolve) hours. Medical help, such as pumping the victim's stomach or flushing his system, halves this time.

Extreme Cold

Environmental (sometimes Personal)

Description: Bone-chilling winds bite through the character or trudging through knee-deep snow takes all of the sensation from his limbs.

Effect: When the temperature is below freezing, characters can't heal bashing damage. Characters who heal faster than normal instead halve their normal healing rate. For every hour that a character is continuously affected by this Tilt, he accrues a –1 penalty to all rolls. When that penalty hits –5, he instead suffers a point of lethal damage per hour.

Causing the Tilt: A frozen environment, outside in the Arctic tundra, a walk-in freezer, etc.

Ending the Tilt: The best way to escape the freezing cold is to find a source of warmth. A character with hypothermia requires medical attention.

Extreme Heat

Environmental (sometimes Personal)

Description: The character might be in a desert with the sun beating down on him or running through the steam tunnels surrounding an old boiler room. This Tilt can also be personal, the result of a fever.

Effect: Characters can't heal bashing damage — the extreme temperature deals damage at the same rate normal characters heal it. Characters who heal faster than normal instead halve their normal healing rate. For every hour that a character is continuously affected by this Tilt, he accrues a –1 penalty to all rolls. When that penalty hits –5, he instead suffers a point of lethal damage per hour.

Causing the Tilt: This Tilt is usually caused by environmental factors — being out at noon in the desert or spending too long in a sauna or forge.

Ending the Tilt: Get out of the heat. Find shelter or shade or remove yourself from the heat source.

Filthy

Environmental

Description: Stratified filth covers the ground. The smell of decay and refuse clings to the air. Flies buzz at your ears and cockroaches slither at your feet.

Effect: A character with open wounds in a Filthy environment runs the risk of becoming infected, resulting in the Sick Tilt and potentially a worse Condition. For the purposes of this Tilt, define an open wound as any levels of lethal damage or a wound caused by the Bloodied Tilt (p. XX). Depending on the type of filth represented, assign a -2 penalty to Speed and -1 to Dexterity rolls (mounds of trash to navigate, slippery decomposing things on the ground), perception-based rolls (the cloying stench of garbage), fighting rolls (uneasy footing, distractions) or anything else applicable; though unless characters are wading waist-deep into bio-hazardous material, the penalty should not be higher than -1.

Causing the Tilt: Entering a rat-infested, trash-strewn area. Spilling hazardous waste, upending a dumpster or emptying a garbage truck could cause an area to become Filthy.

Ending the Tilt: Leaving the area. Any place befouled enough to be considered Filthy can't be cleaned up in any small amount of time.

Immobilize

Personal

Description: Something holds the character fast, preventing him from moving.

Effect: The character can't do anything but wriggle helplessly. He can't apply Defense against incoming attacks and can't take violent actions. If someone's holding him down, he can spend a point of Willpower to deliver a head butt or similar attack, but even that might not free him.

Causing the Tilt: This Tilt may come from the Restrain grapple move, and some monsters' Dread Powers may inflict the Tilt.

Ending the Tilt: An Immobilized target can break free by escaping from a grapple or snapping whatever binds her. If held by an item, roll Strength + Athletics penalized by the item's Durability. If a character's arms and legs are both bound, gain a -2 penalty, up to -4 if hogtied. On a success he breaks free. Each roll, successful or not, deals a point of bashing damage. If held by a Dread Power, the power's effect will fade at the end of the scene. The character can spend a Willpower to gain a Clash of Wills to break free.

Inferno

Environmental

Description: The area is on fire. Anything flammable is either already burning or will be soon.

Effect: All characters suffer a -2 to all rolls due to smoke and heat. After two turns, any character that breathes also suffers 2 bashing per turn due to smoke inhalation. After three turns, the character also suffers 1 lethal per turn from burns and must succeed on a Dexterity + Stamina roll each turn to avoid catching fire (see p. XX).

Ending the Tilt: Different types of fire require different methods to extinguish; in general, cutting off the fire from its fuel sources does the trick. Water, carbon dioxide, sand, and baking soda can be useful, depending on the size and type of the fire. Eventually all fires burn themselves out, but that can be cold comfort in the aftermath of a destructive blaze.

Insane

Personal

Description: The character suffers from a panic attack, sudden imbalance, or a full-on psychotic break.

Effect: The character gains a +1 bonus to all combat rolls but takes actions after everyone else (if two characters suffer from the Insane Tilt, both act after everyone else but compare Initiative as normal). A character suffering from this Tilt cannot spend Willpower in combat and suffers a –3 penalty to all Social rolls.

Causing the Tilt: Any character with an appropriate Condition may acquire the Insane Tilt. The Storyteller can call for a Resolve + Composure roll to resist a general anxiety that gnaws at the character's mind. If the character witnesses something truly horrific the Storyteller can rule that the Tilt is unavoidable.

Certain monsters with mind-affecting powers can apply this Tilt, even to characters who do not have an appropriate Condition.

Ending the Tilt: The specific effects of this Tilt don't normally last beyond the end of the scene. To end it earlier, roll Resolve + Composure as an instant action, contested by a dice pool of (10 – her Willpower). She can't take any other actions that turn and doesn't apply Defense against any attacks.

Insensate

Personal

Description: The character shuts down, either due to extreme fear or sudden pleasure.

Effect: The character can't take any actions until the Tilt is resolved. He can apply Defense to incoming attacks, and if he takes any damage from an attack, he's knocked free of whatever fogged his brain.

Causing the Tilt: Several supernatural powers can leave their victim in a trance-like state of heightened emotion. A great deal of alcohol or a hallucinogenic drug might have similar effects; administering such a drug is a Dexterity + Weaponry attack, which suffers a –1 modifier.

Ending the Tilt: The Tilt wears off at the end of the scene. The victim can spend a point of Willpower before then to act normally for one turn. A successful attack will also end the Tilt. If a character has been knocked insensible by drugs, then when this Tilt ends it is replaced with the Drugged Tilt.

Knocked Down

Personal

Description: Something knocks the character to the floor.

Effect: The character is knocked off her feet. If she hasn't already acted this turn, she loses her action. Once she's on the ground, a character is considered prone. The character can still apply Defense against incoming attacks and can attempt to attack from the ground at a –2 penalty.

Causing the Tilt: A melee weapon with a damage modifier of +2 or greater, or a firearm with a damage modifier of +3 or more can be used to knock a character down with the force of the blow. Alternatively, a melee weapon or unarmed attack can knock an opponent down with a targeted attack against the legs (–2 modifier). The attacker declares that he wants to knock his

opponent down, and halves the total damage done (rounding down). On a successful attack, the target is knocked down.

Ending the Tilt: The easiest way to end this Tilt is to stand up, which takes an action. A character who hasn't yet acted can make a Dexterity + Athletics roll, minus any weapon modifier, instead of her normal action. If successful, she avoids the effects of this Tilt.

Leg Wrack

Personal

Description: Pain or numbness in the leg.

Effect: If the leg is broken, sprained, or dislocated, halve your Speed and suffer a -2 penalty on Physical rolls that require movement (and Defense). If both of your legs are wracked, you fall over — taking the Knocked Down Tilt — and cannot get up. Your Speed is reduced to 1; moving precludes other actions. Physical rolls that require movement are reduced to a chance die.

Causing the Tilt: Some supernatural powers can cripple a victim's limbs. A character can have his leg knocked out by a targeted blow to the leg (-2 penalty) that deals more damage than their Stamina.

Ending the Tilt: If the Tilt is inflicted as a result of an attack, mark an X under the leftmost Health box affected by that attack. The Tilt ends when that damage that caused it has healed.

Moving

Environmental

Description: Your stage of battle charges forward, shuddering beneath you as it goes. It's a struggle to keep your footing and fight at the same time.

Effect: At the end of every turn, characters must make Dexterity + Athletics rolls or suffer the Knocked Down Tilt. Other movement rolls (such as leaping from seat to seat on a bus or a subway car) and Dodge rolls are penalized by -1, -2 if the ride is rough or the vehicle moving extremely fast. If the struggle takes place in a small vehicle, such as the back seat of a car, apply the effects of the Tight Tilt (p. XX) as necessary. If your characters fight on the outside of a moving vehicle, failing the roll to stay upright may have other consequences, such as falling a great distance or into traffic. Fighting outside the vehicle imposes the full -2 penalty, and may also require that your characters dodge debris, overpasses, low-flying birds, and so on.

Causing the Tilt: Fighting in a moving vehicle. The vehicle may already be in motion before the fight breaks out, such as a clash on an airplane. A bus or a train may lurch into motion after the fight has already begun, or a driver may floor it when his passengers draw knives.

Ending the Tilt: When the drive slams on the breaks, when the vehicle reaches its destination, or when the object in motion is enacted upon by another force.

Poisoned

Personal

Description: You've got poison inside you.

Effect: This Tilt applies a general sense of being poisoned to a character without worrying about Toxicity during combat. For the purposes of this Tilt, a poison is either “moderate” or “grave” — a moderate poison causes one point of bashing damage per turn of combat, while a grave poison ups that to one point of lethal damage per turn. If the Storyteller cares to continue the effects of the poison outside of combat, he can apply the standard rules for handling poisons and toxins when combat is complete.

Causing the Tilt: Ingesting a poison inflicts this Tilt. Injecting your opponent with a poison counts as a Dexterity + Weaponry attack and suffers a –1 modifier. Certain monsters may inflict this Tilt as a part of a normal attack.

Ending the Tilt: Immediate medical attention. Roll Stamina + Resolve as a reflexive action each turn. If your character intends to act (meaning, takes a non-reflexive action), the roll suffers a –3 penalty. Success counteracts the damage for one turn.

Pinned

Personal

Description: Your limb is caught or trapped beneath something heavy.

Effect: Your character is held down by an inanimate object, rather than grappled. The character cannot move as her body is pinned. If the object has a Size less than the character's Strength, she may move at half Speed but risks taking damage for doing so. Depending on how the character is pinned (one arm trapped between a dumpster and a wall, for example), she may still take other actions with her free appendages.

Causing the Tilt: A character may force her target between two objects, or throw an object with the intent to pin, both requiring opposed Strength + Athletics rolls. Scenery can also tumble down and entrap characters who do not get out of the way fast enough. An attacker may also throw knives or fire arrows to pin her target, which functions as a called shot. If the attack hits, rather than dealing damage, this Tilt is applied.

Ending the Tilt: A character must spend the time and effort to work her body away from whatever has her pinned. She may need the assistance of other characters. Depending on how the character finds herself pinned, she may also suffer from the Arm or Leg Wrack Tilt after being freed.

Sick

Personal

Description: The character suffers symptoms related to illness, such as nausea or fever.

Effect: The sickness is either “moderate” or “grave.” A moderate sickness causes a –1 penalty to all actions during combat. That penalty increases by one every two turns (the first two turns, the character suffers a –1 penalty, the next two turns the penalty is –2, and so on up to a maximum of –5 on turn nine). A grave sickness inflicts the same dice penalties as a mild sickness, plus 1 point of bashing damage per turn of combat.

Causing the Tilt: Certain supernatural effects may cause sickness. Otherwise, exposure to the disease or a sample may cause it.

Ending the Tilt: Penalties fade at a rate of one point per turn once the character has a chance to rest, but any damage inflicted remains until the character can heal.

Stunned

Personal

Description: The character is dazed and unable to think straight.

Effect: A character with the Stunned Tilt loses her next action, and halves her Defense until she can next act.

Causing the Tilt: A character can be stunned by any attack that deals at least as much damage as her Size. Some weapons have a “stun” special ability. These double the weapon modifier only for the purposes of working out whether the attacker inflicts the Stunned Tilt. Attacks against the target’s head (see Specified Targets, p. XX) count the character’s Size as 1 lower. Certain Dread Powers may cause this Tilt.

Ending the Tilt: The effects of this Tilt normally only last for one turn. The character can end the Tilt during her own action by reflexively spending a point of Willpower to gather her wits, though she suffers a –3 modifier to any actions she takes that turn.

Tight

Environmental

Description: You and your opponent can barely throw punches in these close quarters. You stand close enough to smell each other’s sweat and resort to knees and elbows.

Effect: The characters fight in a narrow or enclosed space, which leaves little room to maneuver. Any of the following options can be used to reflect fights in a tight space:

- Size 3 or higher weapons cannot be used
- –2 penalty to fighting rolls actions requiring space, such as Firearms, thrown weapons, two handed weapons, or lavish kicks and punches
- Halve Speed
- Reduce all damage ratings by 1

Causing the Tilt: Fighting in a cage match, clashing with an opponent in a narrow hallway, ambushing a target in an airplane bathroom, and so on.

Ending the Tilt: Moving to a less cramped space. A character with a Specialty in close-quarters fighting may also ignore applicable penalties while fighting in tight spaces.

Unstable

Environmental

Description: The structure beneath your feet shudders as you move. It’s moments from collapsing beneath you.

Effect: Any kind of movement requires extreme care, imposing a –2 penalty to movement rolls, which can include violence at Storyteller’s discretion. Characters may move at half Speed without issue but must make Dexterity + Athletics rolls to move faster than that. Failure leads to

a swift fall onto whatever lies below, incurring damage as appropriate. Depending on how far your character falls, a slip from an unstable place may be fatal.

Causing the Tilt: A condemned building, hastily erected barricade, a makeshift ladder or any other construct on the verge of breaking can be sources of the Unstable Tilt. A character could also sabotage something stable.

Ending the Tilt: The Tilt ends when the combatants move away from the Unstable area, when the unstable structure is secured or collapses.

Viscous

Environmental

Description: Mud, tar, swampy water or worse clings to your legs, pulls on your shoes and threatens to suck you in.

Effect: Clinging goop halves Speed. The longer characters fight in viscous material, the more difficult it becomes as the wet and sticky substance weighs down clothing. For every turn after the first, characters accumulate a -1 penalty to physical actions, to a max of -3. If at any point a character falls or is thrown into the viscous goo, he automatically accumulates the maximum penalty.

Causing the Tilt: Throwing down in a swamp, mud-soaked vacant lot, tar bed, or something stranger or more horrifying. An area could be flooded with goop ahead of time, or a fight could take place in a small room rapidly filling with mud or sewage.

Ending the Tilt: Getting out of the affected area.

Winded

Personal

Description: The character's chest tightens, and she can't breathe.

Effect: As the character struggles to breathe, all Physical rolls actions suffer a -1 penalty. Depending on how the character lost her breath, this penalty may increase as high as -3.

Causing the Tilt: Air may be knocked from an opponent by a targeted strike with a -2 penalty. If this inflicts at least 1 point of damage, the default -1 penalty applies. If this exceeds the character's Stamina, inflict a cumulative -1 as she struggles to breathe. Similarly, a character that falls and lands hard can become Winded. Any damage taken from a fall exceeding Stamina incurs the full -3 penalty.

Ending the Tilt: Taking at least a minute to do nothing but catch your breath ends the Tilt. In the thick of a fight, a character may try to pause and catch her breath, requiring a success on a penalized Stamina + Composure roll.

Appendix C: Conditions

Conditions in Hunter may be acquired after visiting mysterious places, encounter a monster's Dread Powers, or through normal gameplay. They represent mechanical effects a character experiences following a dramatic moment in a chronicle, and are not to be used to add rules to a character's permanent disability.

The use of Conditions is at the Storyteller's discretion, but should be addressed with players prior to gameplay.

Addicted (Persistent)

Your character is addicted to something, whether it's drugs, gambling, or other destructive behaviors. She needs to indulge her addiction regularly to keep it under control, and it takes over her life. Choose a specific addiction upon taking this Condition; characters can take this Condition multiple times for different addictions. Being unable to feed the addiction results in the Deprived Condition.

Possible Sources: Alcoholism, substance abuse, an exceptional success on a breaking point.

Resolution: Gain or lose a dot of Integrity.

Beat: Your character chooses to get a fix rather than fulfill an obligation or causes significant complications for her cell by indulging her addiction.

Amnesia (Persistent)

Your character is missing a portion of her memory. An entire period of her life is just gone. This causes massive difficulties with friends and loved ones.

Beat: Something problematic arises, such as a forgotten arrest warrant or old enemy.

Broken (Persistent)

Whatever you did or saw, something inside you snapped. You can barely muster up the will to do your job anymore, and anything more emotionally intense than a raised voice makes you flinch and back down. Apply a -2 to all Social rolls and rolls involving Resolve, and a -5 to any use of the Intimidation Skill.

Resolution: Regain a dot of Integrity, lose a dot of Integrity, or achieve an exceptional success on a breaking point.

Beat: You back down from a confrontation or fail a roll due to this Condition.

Crippled (Persistent)

Your character has limited or no ability to walk. Her Speed trait is effectively 1. She must rely on a wheelchair or other device to travel. A manual wheelchair's Speed is equal to your character's Strength and requires use of her hands. Electric wheelchairs have a Speed of 3 but allow the character free use of her hands.

An injury can cause this Condition temporarily, in which case it is resolved when the injury heals, and the character regains mobility.

Beat: Danger or severe inhibition due to the disability.

Demoralized

Your character is shaken by the harsh realities of the Vigil and hesitates in the face of the enemy. Spending a Willpower point only adds one die to the pool rather than three when she takes an action against a monster, and you cannot risk Willpower at all. Take a –4 to Initiative rolls, and a –2 penalty to contested actions and resistance rolls that use Resolve or Composure.

Resolution: Achieve an exceptional success on an attack or contested roll against a monster, win a fight against a monster, or escape an encounter with a monster unharmed.

Deprived

Your character suffers from an addiction. Because your character is without it, she's unable to focus and contain herself. Remove one die from her Stamina, Resolve, and Composure dice pools. This does not influence derived traits; it simply influences dice pools that use these Attributes.

A character suffering from addiction may take this Condition as a Persistent Condition.

Resolution: Indulge in the deprived Vice, therapy.

Embarrassing Secret

Your character has a secret from his past that could come back to haunt him. If this secret gets out, he could be ostracized or maybe even arrested. If the secret gets out, the Condition becomes the Notoriety Condition (below).

Resolution: The secret gets out.

Fragile

The equipment the character is using to aid his action won't last long for some reason, whether because it's an object put together with duct tape and bubble gum, or because his relationship with the people involved sours, or because his computer ends up suffering a blue screen of death and the data is corrupted. A plan may be Fragile because of disrupted communication between the characters, or because of an unexpected hurdle, etc. The equipment ceases to exist in any usable form after a number of uses equal to its creator's dots in the Skill used to build it.

Possible Sources: Achieving a failure on a Build Equipment roll.

Resolution: The equipment falls apart one way or another. Plans grant one Beat to each player whose character is involved when this Condition resolves.

Fugue (Persistent)

Something terrible happened, and rather than deal with it or let it break you, your mind shuts it out. You are prone to blackouts and lost time. Whenever circumstances become too similar to the situation that led to you gaining this Condition, roll Resolve + Composure. If you fail the roll, the Storyteller controls your character for the next scene, but your character, left to his own devices, will seek to avoid the conflict and get away from the area.

Resolution: Regain a dot of Integrity, lose a dot of Integrity, or achieve an exceptional success on a breaking point.

Beat: You suffer the effects of this Condition.

Guilty

Your character is experiencing deep-seated feelings of guilt and remorse. This Condition is commonly applied after a failed breaking point roll, for hunters. While the character is under the effects of this Condition, they receive a -2 to any Resolve or Composure rolls to defend against Subterfuge, Empathy, or Intimidation rolls.

Resolution: The character makes restitution for whatever they did; the character confesses their crimes.

Informed

Your character has a breadth of research information based on the topic she investigated. When you make a roll relating to the topic, you may shed this Condition. If the roll failed, it is instead considered to have a single success. If it succeeded, the roll is considered an exceptional success. The roll that benefits from the Informed Condition can be any relevant Skill roll. For example, a character with Informed (ghosts) might gain its benefit when using researched information to build a weapon from its bane using the Crafts Skill. Combat rolls cannot benefit from this Condition.

Resolution: Use the Condition for its benefit.

Inspired

Your character is deeply inspired. When your character takes an action pertaining to that inspiration, you may resolve this Condition. Gain a Willpower point and consider the roll an exceptional success on three successes, instead of five.

Resolution: Use the Condition for its benefit.

Leveraged

Your character has been blackmailed, tricked, convinced, or otherwise leveraged into doing what another person wishes. Note this Condition as Leveraged (Character). You may have Leveraged multiple times, for different characters. Any time that character requests something of yours, you may shed this Condition if your character does as requested without rolling to resist.

Resolution: Shed the Condition as noted; turn the tables on the person.

Madness (Persistent)

Your character saw or did something that jarred her loose from reality. This isn't a mental illness born of brain chemistry. This madness is the product of supernatural tampering or witnessing something that humanity was never meant to comprehend. The Storyteller has a pool of dice equal to (10 – the character's Integrity). Once per chapter, the Storyteller can apply those dice as a negative modifier to any Mental or Social roll made for the character.

Beat: The character fails a roll because of this Condition. If you regain a dot of Integrity, lose another dot of Integrity, or achieve an exceptional success on a breaking point, you can shed this Condition.

Merciless (Persistent)

The hunt is all you are. You can't imagine a life without it anymore. Maybe you love it so much you can't give it up, or maybe you just forgot who you were without it. Monsters lurk around every corner and you're ready to do what's necessary to stop them, one way or another. You must spend a Willpower once per chapter to avoid following up on evidence that might indicate a

new monster's presence or activity, within one full scene of your exposure to it. Each distinct presence or activity requires a separate Willpower expenditure. You no longer regain Willpower when you sleep unless you've made progress in finding or eliminating a monster that day. The first failure you experience on an Empathy or perception-based roll in a chapter inflicts the Spooked Condition.

When you risk Willpower on an action that would fulfill your Vice, the Willpower point you gain from doing so may exceed your maximum Willpower pool by one. This excess Willpower point must be spent before the end of the chapter or it vanishes.

Resolution: Gain a fourth dot of Integrity.

Beat: Alienate an ordinary person *or* another hunter in pursuit of your Vigil. You may choose to automatically fail a Social roll against such a person to gain the Beat.

Notoriety

Whether or not your character actually did something heinous in the past, the wrong people think he did. This causes disgust or ostracism by the common public. Your character suffers a -2 on any Social rolls against those that know of his notoriety. If using Social Maneuvering (p.XX), the character must open one extra Door if his target knows of his notoriety. Oftentimes, this Condition comes from rumors and smear campaigns.

Resolution: The story is debunked, or the character's name is cleared.

Obsession

Something's on your character's mind, and you just can't shake it. When you're abiding by that obsession, exploring that emotion, or otherwise pursuing the object of the obsession, enjoy the 10-again quality on all rolls. When you're not, you lose the 10-again quality.

Resolution: Fulfilling the obsession, therapy.

Shaken

Something has frightened your character extensively. Any time your character is taking an action where that fear might hinder her, you may opt to fail the roll (before you've made the roll) and shed this Condition. This Condition can be imposed by a successful breaking point roll.

Resolution: Fail a roll, as noted.

Soulless (Persistent)

A creature or phenomenon has stripped the character of their soul. Without a soul, they can't attempt abjuration, warding, or binding. They are also more susceptible to possession – any dice pools to resist being take over or possessed by another entity are at a -2 dice penalty.

The effects on Integrity and Willpower, though, are more severe. For as long as they have this Condition, they do not regain Willpower through surrender or rest, and their use of Virtue and Vice is reversed. They may regain on Willpower point per scene by fulfilling their Virtue and regains full Willpower once per chapter by fulfilling their Vice. Regaining Willpower through Vice, however, is now a breaking point with a -5 penalty unless the character has reached Integrity 1.

Resolution: This Condition is only resolve when the character regains their soul.

Beat: Gain a beat whenever the character loses Integrity because they indulged their Vice.

Spooked

Your character has seen something supernatural — not overt enough to terrify them, but unmistakably otherworldly. How your character responds to this is up to you, but it captivates your character and eats their attention. You can shed this Condition when your character's fear and fascination causes them to do something that hinders the group or complicates things (they go off alone to investigate a strange noise, stay up all night researching, runs off instead of holding their ground, etc.)

Resolution: Shed the Condition as noted.

Steadfast

Your character is confident and resolved. When you've failed a roll, resolve this Condition to instead treat the action as if you'd rolled a single success. If the roll was a chance die, you may resolve this Condition and roll a single die instead.

Resolution: Use the Condition, as noted.

Stoic

Your character shut down the parts of herself that care. She won't open up to anyone and pretends she's fine when she isn't. Gain a two-die bonus to Subterfuge rolls to hide her emotions or avoid talking about a traumatic experience. She doesn't suffer the untrained penalty for any Subterfuge roll. Until she resolves this Condition, she can't purchase dots of Integrity, and she can't spend or risk Willpower on actions that would reveal her true feelings.

Resolution: Opt to fail a roll to resist Empathy or a supernatural effect that would read your character's emotions or mental state.

Swooned

Your character has butterflies in his stomach. Note this Condition as Swooned (Character). He may have multiple instances of this Condition, reflecting affection for multiple characters. He suffers a -2 to any rolls that would adversely affect the object of his affection. The object of his affection gains +2 on any Social rolls against him. If the object of the Swoon is attempting social maneuvering on the Swooned character, the impression level is considered one higher (maximum of perfect; see p. XX).

Resolution: Do something for the object that puts your character in danger; opt to fail a roll to resist a social action by the object.

Vendetta

Your character will stop at nothing to punish whoever she blames for what's happened to her or what she's done. Her vengeance needn't be violent, but one way or another it must ruin her nemesis. Until she resolves this Condition, she gains *Vengeful* as an additional Vice, though she still may only gain Willpower through a Vice once per scene. She enjoys a two-die bonus to rolls that work toward her vendetta and suffers a two-die penalty to those that don't.

Resolution: Achieve revenge or suffer another breaking point that convinces your character to abandon her vendetta.

Vigilant (Persistent)

The hunt is bone-deep. It's your life now. You accept that some things must be done for the good of humanity, and you're the one who has to do them. Monsters could lurk around any corner and you're ready to do what's necessary to save innocent lives. You must spend a Willpower point once per chapter to avoid following up on evidence that might indicate a new supernatural danger to a human being, within one full scene of your exposure to it. Each distinct danger requires a separate Willpower expenditure. The first failure you experience on an Empathy or Perception-based roll in a chapter inflicts the Spooked Condition (p. XX).

When you risk Willpower on an action that would fulfill your Virtue, the Willpower point you gain from doing so may exceed your maximum Willpower pool by one. This excess Willpower point must be spent before the end of the chapter or it vanishes.

Resolution: Gain a seventh dot of Integrity or lose your fourth dot.

Beat: Alienate an ordinary person because of the Vigil. You may choose to automatically fail a Social roll against such a person to gain the Beat.

Violent

Your character throws herself into the hunt with a single-minded fervor, driven to senseless acts of violence by a spate of self-loathing and a rejection of common sense. Violent actions gain a two-die bonus, while nonviolent actions suffer a two-die penalty. At the end of each scene during which this Condition applies, if she has not committed a violent act in that scene, she must spend a Willpower or attack the character that is closest to being an enemy in her vicinity, even if that's just someone who disagrees with her.

Resolution: Deal damage to another character equal to or exceeding the hunter's Resolve.

Volatile

The equipment the character is using to aid his action is ready to blow at any moment, figuratively or literally. One wrong word, one badly placed rune, and it's time to duck and cover. A plan may be Volatile because it backfires terribly, or because a Storyteller character betrays the group, etc. Any failure achieved while benefiting from the equipment is automatically a dramatic failure. The equipment may continue to exist after this Condition is resolved, but if so, reduce its equipment bonus by two dice. This can create equipment *penalties* if the original bonus was fewer than two dice.

Possible Sources: Achieving a failure on a Build Equipment roll.

Resolution: The character suffers a dramatic failure while using the equipment. Plans grant one Beat to each player whose character is involved when this Condition resolves.